



# John Van Allen, III

Software Engineer • Designer

## INFO

**Location** Chicago, IL  
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**Nationality** US Citizen  
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## SKILLS

**Programming** ..... ●●●●○  
**Debugging** ..... ●●●●○  
**Software Testing** ..... ●●●●●  
**Leadership** ..... ●●●●●  
**Collaboration** ..... ●●●●●  
**Critical Thinking** ..... ●●●●●

## LANGUAGES + FRAMEWORKS

Javascript	Typescript
Angular 2	React
node.js	NgRx
ESLint	GSAP
Express	Cypress
Css / bootstrap	Jasmine
JSON / XML	MongoDB
Html / Html5	Sass
D3.js	Web API

## ADDITIONAL TECH & APPLICATIONS

Postgress	Adobe Suite
Docker	Storybook
Postman	Zeplin
Atlassian Tools	VS Code

## PROFILE

Result-driven front-end engineer & detail-oriented graphic designer. Over 10 years of professional experience building websites and applications. Proficient in front-end development, project management, artistic direction, strategic implementation, and quality assurance.

## EMPLOYMENT HISTORY

### Software Engineer, Epsilon Data Management, LLC

Dec 2018 - present • Chicago, IL

As a Software Engineer, I work on a small Agile team with a start-up mentality. We build and maintain proprietary web-based applications as well as extensions for existing applications such as the Adobe Creative Suite. Daily activities and responsibilities include:

- Work as both an architect and developer on various client-side and server-side projects
- Prototype innovative solutions and create proprietary products
- Automate tasks related to testing, deployment, and continuous integration
- Develop and maintain essential JS packages, such as common libraries, plugins, and utilities
- Mentor and guide junior engineers in their professional growth
- Collaborate with project managers to identify necessary features & requirements for creating epics
- Design and maintain end-to-end test suites for the entire technology stack
- Develop technologies for monitoring the system's performance
- Project management and communication via JIRA and other related systems

### Front-end Engineer, Conversant LLC

Aug 2016 - Dec 2018 • Chicago, IL

On the creative side of a technology company, there was a constant need to elevate designs and integrate interactive experiences. I worked on global client projects in an Agile environment. Daily activities included:

- Organized strategic imperatives collaborating with art directors, producers, and Ui/Ux teams
- Formulated team-wide animation improvements and implemented Ui/Ux standards
- Improved process updates for quality assurance, maintenance, and debugging
- Standardized development in svg asset generation, workflow integration, design, and adaptability
- Initiated prototype development of new modular components and breakout technologies
- Researched & Developed high-level execution animation within digital advertising mediums
- Co-lead Git workflow integration, establishing a team-wide adaptation
- Managed SCRUM, team-wide calendar management, and level loading operations

### Full-stack Developer, Belmont Publications Inc.

Oct 2012 - Aug 2016 • Santa Ana, CA

As the Developer and Designer, I managed the ecosystem of websites for the company and its various products. My team worked to improve and replace outdated systems. Daily activities included:

- Introduced content management systems, hosting services, and production procedures
- Improved processes surrounding sustainable online content maintenance
- Coordinated art direction for digital articles, research studies, and email campaigns
- Brainstormed sessions to discover new design directives and technological imperatives
- Managed, maintained and documented all web based processes for training purposes
- Collaborated closely with in-house designers frequently on client concepts and presentations

## EDUCATION

California State Polytechnic University, BFA in Graphic Design  
Fullstack Academy, Javascript Bootcamp

2012

2019

