

David Villatoro

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Web Designer / Developer with 5 years of experience in the design and development of innovative static and dynamic websites using current W3C standards of coding. Additional experience in the use of content management systems to allow clients to update content on their websites. Very strong organizational, presentational, and communication skills to help plan out and pitch different web user interface styles that suited the client's needs.

EDUCATION

BA in Interactive Entertainment, Minor in 3D Animation - University of Southern California, 2009

TECHNICAL SKILLS

Web Programming

XHTML, CSS, Javascript, jQuery, XML, PHP, MySQL, Actionscript 3.0, Light HTML5/CSS3

Software

Adobe Dreamweaver CS5, Adobe Photoshop CS5, Adobe Flash CS5

Content Management Systems

Wordpress, Joomla

Other Relevant Skills

Leadership, Organization, Communication, Self-motivated, Team-oriented, Productivity, Problem-solving skills, Bilingual (English and Spanish)

EXPERIENCE

Web Developer, *Unbutton It*

April 2011 – October 2011

- Collaborated with a web designer to program the entire site using XHTML, CSS, PHP, MySQL, and jQuery from PSD files.
- Developed a custom shopping cart system to receive transactions from customers which can be viewed from a custom made content management system made for the client.

Front End Web Developer, *PopChips*

June 2011 – August 2011

- Sliced PSD files sent from the client and used XHTML, CSS, and jQuery to code each web page.
- Used Facebook, Twitter, Youtube, and Flickr API to extract information from those social networking sites and integrate them into the site to display the latest news feeds and activity.

Web Designer / Developer, Rockin Android, Inc

March 2010 - Present

- Redesigned and developed company website with a custom backend system to manage the news section, blog post, and podcast to improve control over the sites content.
- Designed and develop separate websites for each upcoming video game that would be promoted and published through Sony Online Entertainment.

Web Designer / Developer/ Master, Artillery Magazine

March 2010 - Present

- Redeveloped the magazine's website through PHP and incorporated a custom content management system to easily update the website when a new issue comes out.
- Created a calendar event system where users can post an art event and submit the data to a backend database which would be checked under a moderation system.

Web Designer / Developer, GameZombie TV/ Workout Gaming

Jan 2009 - May 2010

- Consulted as a web developer for GameZombie TV, in association with Workout Gaming, in the redesign of the company website which would incorporate a new blog and video player.
- Used WordPress as the content management system along with PHP programming to design and develop Workout Gaming's website allowing multiple bloggers to blog on the site.
- Created a 3D application with Maya and Flash allowing users to interact with a 3D human model and share input about which games works best to work out a specific muscle.

Wordpress PHP Developer, Promoting Group

Jun 2009 - Aug 2009

- Served as a wordpress developer contractor for Promoting to develop wordpress websites for clients so that it may be easily maintained by the client.
- Used the PSD designs sent by the lead graphic design to slice the files and program the websites using Dreamweaver through HTML/CSS and converted them into WordPress themes through PHP.

Web Designer / Developer, USC Center for Excellence in Teaching

Jan 2009 - Dec 2009

- Redesigned and developed the department's website using XHTML/CSS templates through Dreamweaver so that the site may be easily maintained and edited in the future by the department manager.

Flash Web Designer / Developer / Master, Koda Madison, Inc.

Jan 2008 - July 2008

- Designed and developed several animated Flash websites through Actionscript 3.0 and served as a web master to update the web content.