
DERIK SCHNEIDER

DEVELOPER | DESIGNER | ARTIST

WORK HISTORY

Agribile, Inc.	Mar. 2015 > Present	morningfarmreport.com Style guide
State Farm	Dec. 2012 > Mar. 2015	Patented secret web UI FE/BE Security
Health Alliance	Apr. 2012 > Nov. 2012	healthalliance.org UI/UX design
Netherrealm Studios	Oct. 2010 > Apr. 2012	Mortal Kombat Injustice
Volition, Inc.	Feb. 2007 > Oct. 2010	Saints Row 2 Red Faction: Armageddon
Various Companies	Jun. 1997 > Feb. 2007	Web and graphic design Flash

ROLES

Team Tech Lead of 4	0y 08m
Lead UX Developer of 5	1y 09m
Front End Developer	2y 06m
UX Designer / Developer	>14y
UI Artist / Designer	>17y
Graphic / Web Designer	>20y

DEVELOPMENT

HTML	Agile Development
CSS	Jira
Javascript	Github Tortoise SVN
React.JS jQuery	JS Unit Tests
LUA ActionScript	Node.js
PHP MySQL	Terminal Git Bash

PROGRAMS

Photoshop	Wordpress
Illustrator	vBulletin Forums
Flash	SublimeText
InDesign	Balsamiq Mockups
Luxology Modo	Visio
Font Studio 5	Google Docs

DESIGN + ART

User Interface	Illustration
User Experience	Iconography
Responsive + Fluid	Animation
Mobile First	3D Modeling
Web Design	Rendering
Graphic Design	Fontography

SPECIAL CONTRIBUTIONS

- > Contributor to upcoming book: *Experience Design for Beginners*, by Ezra Schwartz - <http://a.co/hiNqsKq>
- > *Polo Sport*, *Despicable Me 3*, *Pacific Rim Uprising*, various videogames, and a boardgame have used three of my fonts: *ISL Jupiter*, *ISL Andvari* and *Fade to Blak*
- > Developed the frontend and backend, installed and maintained forums such as vBulletin and Vanilla, designed and branded, and held officer positions in MMO enthusiast communities from 2002 - 2010: xooHQ.com and liberatedguild.com