

John Heiner

Front-End Designer

johnheiner.com

Objective

I'm a front-end designer looking for an opportunity to make a difference. I thrive on being a part of projects through their entire life-cycle, and have close to ten years experience in web discovery and strategy, research, design, development, and deployment.

Contact

5105 Evelyn Byrd Rd.
Richmond, VA 23225
M. 804.467.6305
heiner.john@gmail.com

Education

James Madison University, School of Media Arts & Design
Bachelor of Arts in Interactive Media - 2008

Technical Skills

HTML	Sketch
CSS	Figma
Javascript	Photoshop
Vue	Illustrator
React	Invision
Gulp	
Webpack	
PHP	
Craft CMS	
Wordpress	
Django	
AWS	

*References available upon request

EXPERIENCE

Design Lead, COLAB

December 2013 - Present | teamcolab.com

Currently serves as the design lead for COLAB, a digital agency focusing on web design and development. Responsibilities include project intake, strategy, design, development, as well as managing and coordinating with a team of project managers, designers, and developers. Developed an entirely new project process to ensure each project is completed to its maximum potential within each budget.

Web Designer and Front-End Developer, COLAB

July 2012 - December 2013 | teamcolab.com

Member of the design team, responsible for conceptualizing, designing, and developing unique, engaging and effective websites for a variety of clients. Worked directly with clients through strategic and design discoveries to identify goals and project plans.

Front-End Developer, USA Today

August 2011 - July 2012 | usatoday.com

Served as a web developer for USAToday.com. Responsibilities included writing scalable HTML, CSS, and javascript for new sections of the site, as well as maintaining current sections and features. Developed the 2012 Elections coverage portion of the site and was responsible for building live results modules and statistical features. Member of the 2012 USAToday.com redesign development team.

Creative Director, Army.mil

November 2010 - August 2011 | army.mil

Served as director of the creative team for the most visited defense website in the world; responsible for art direction, campaign marketing, project management, and supervision of creative professionals. Managed and coordinated with a team of designers, developers, and content editors to design, develop, and maintain the U.S. Army's website.

Worked directly with the client on a variety of projects including the U.S. Army's Official iPhone application, the U.S. Army's first online branding toolkit for web and social media, and many micro-site features such as the Medal of Honor site for SSG Salvatore Giunta, and SFC Leroy Petry. Managed design projects from conception and design through front and back-end development, 508 compliance standardization, and other government regulatory requirements.

Web Designer, Army.mil

November 2008 - November 2010 | army.mil

Member of the creative team, responsible for conceptualizing, designing, and developing monthly features, micro-sites, and historical sites on Army.mil. Served as the lead designer and UI architect for the U.S. Army's Official iPhone application, as well as the lead designer, developer motion graphics, video, and sound editor for the 'battlescape' on both SFC Jared Monti and SSG Robert Miller's Medal of Honor websites.