Brendan Landis

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BRIEFLY

I'm a self-taught designer and front-end developer with over twenty years of experience, living in Queens, NY. I wrote my first lines of HTML in 1997, and started making things professionally in the early 2000s.

Since then, projects I've worked on have ranged from startups to multinationals, from static sites to WCAG-compliant, CMS-driven, internationally available stores with multilingual support, including right-to-left languages.

I like making things that are accessible and welcoming for everyone. That means creating a user experience that's easy, inclusive, and painless — whatever my role in a project may be.

SKILLS

- Frontend design and development using **HTML**, modular and scalable **CSS**, and **Javascript / Typescript**, with a fondness for **accessibility**, **user experience**, and **developer experience**.
- Intermediate level knowledge of **React** and **NextJS**.
- Expert level knowledge with **Wordpress** and related templating systems (**Twig & Timber**, **Advanced Custom Fields**, **Genesis Blocks**).
- Expert level knowledge of **Adobe Photoshop**. Intermediate level knowledge of **InDesign** and **Illustrator**.
- Fluency with version control software (**Git**, **SVN**, et cetera).

- Flexibility regarding the ever-changing ecosystems of frontend technologies, with an understanding that as sites grow and mature, so too do their technological needs.
- Generally quick to learn and don't mind being out of my element. Appreciative of new challenges & plays well with others.

EXPERIENCE

Frontend Developer, *Electro / The Clorox Company*
Oakland, CA — 2013–2023

- Responsible for turning intricate wireframes into modular and scalable code using WCAG-compliant HTML, CSS / Sass, and Javascript.
- Crafted and documented base styles and templates for numerous high-profile projects (clorox.com, pinesol.com, glad.com, kingsford.com, liquidplumr.com, and more).
- Responsible for critical bug fixes on live code.
- Advised teams on web accessibility standards.
- Expert level knowledge of WordPress templating systems (Twig / Timber, Advanced Custom Fields, Genesis Blocks).

Lead Frontend Developer, *GatheringPoint*
San Francisco, CA — 2010–2013

- Designed and developed a responsive, map-based web app that aggregated and interpreted location-based data from many APIs, ranging from information on local pollution levels to location-enabled tweets.
- Helped facilitate deployment of the app as an iframe-based service to third party sites.
- Worked with core team of developers on numerous client projects, both internal and public-facing.

Frontend Developer & Sound Designer, *Moblyng Inc.*
Redwood City, CA — 2009–2010

- Designed and developed interfaces for phone games that were published across multiple desktop and mobile platforms (Facebook, iPhone, Android, Nokia, Palm).
- Composed music and sound effects for games.

Web Director, *Berklee Internet Radio Network*
Boston, MA — 2007–2008

- Designed, developed, and helped launch a web site for the newly-launched internet radio station at Berklee College of Music.
- Delivered presentations on how to operate WordPress to groups of 50-100 music students.
- Tutored small team of students on standards-based, accessibility-focused web development and basic design principles.
- Managed a site redesign with a small team using Ruby on Rails. Prepared the site for deployment to Berklee's fifteen international schools.

Client Side Developer, *Publicis Dialog*
San Francisco, CA — 2006

- Designed and developed user interfaces for custom business applications, as well as developed promotional emails for opt-in mailing lists. Clients included Sprint, Hewlett-Packard, WebEx, and others.
- Performed occasional project management involving coordinating workflow between departments.
- Participated in revision of business processes and best practices.

Designer / Developer, *Pop Interactive*
San Francisco, CA — 2004–2005

- Worked with custom package system developing hand-coded sites for businesses in the US and UK.

- Gave technical support to clients regarding email and general computer issues.
- Trained new employees in standards-compliant web development and fielded technical questions regarding CSS.

Designer / Developer, *RayGun Design*

Mill Valley, CA — 2002–2004

- Designed and developed web sites for local businesses, musicians, and artists.
- Consulted individuals and small businesses on small business workflow, project management, personal and office organizational systems, computer literacy / networking / repair.

EDUCATION

Self-Instruction, 1998-present

I fell into computers at age 14, and I've been learning and growing as a designer and developer since then – over half my life.

REFERENCES

References available upon request.