

## **Brian Vanko**

**Languages / Proficiencies:** HTML, CSS, Javascript, Angular, Node, MongoDB, React, WebGL (Three.js), Ruby on Rails

### **Professional Experience**

#### **Haus - Developer (2015 - 2016)**

- Developed and implemented a custom HTML ad framework for one of the top computer companies (Grunt/ Gulp, JS, CSS)
- Wrote RESTful web services to connect with JIRA for a project management dashboard (Node)
- Created interactive generative canvas / WebGL animations for agency site which won a Webby (Best Visual Design), Awwwards (Site of the Day), the Pixel Awards (People's Choice), and the OnePageAwards
- Developed canvas and webGL games for both the prototype and live site of LG done in collaboration with Energy BBDO (Javascript, Three.js, Greensock, Canvas, React)
- Animated advertising HTML banners (Canvas, Greensock)

#### **The Refinery Creative - Developer (2014)**

- Created parallax scrolling sites for Mad Men and interactive division (Skrollr, Greensock)
- Animated and developed several rich media banner campaigns
- Developed Wordpress site (PHP)

#### **Big Picture Group - Frontend Developer (2013)**

- Created games for Robocop, History Channels Vikings UR, and Grown Ups2 (Flash)
- Animated and developed several rich media banners (Flash and HTML)

#### **Freelance (2004 - Present)**

- Developed an MVP for a double-sided eCommerce platform using Ruby on Rails
- Created Cat Dance Party for iOS and Android ranking #2 (Australia), #7 (UK), #10 (US) in it's category and featured in over 73 iTunes stores (New & Noteworthy / What's Hot)
- Created touchscreen installation for the Museum of Terrorism
- MEAN stack enthusiast

#### **Arsonal Interactive - Developer (2012)**

- Created site for ABC's TV show, Nashville
- Created the Facebook app for Taken2:Meme Generator

#### **FunBuilt - Lead Developer (2012)**

- Developed social game engine for this startup / online TV show
- Consulted on best practices

#### **Social Control - Flash Developer (2011 - 2012)**

- Won FWA award, titanium Cannes Lion nominee for Superbowl campaign
- Created several games and apps for Facebook
- Client list includes, Sony, Harley-Davidson, Ford, Pepsi, Target, Staples, Tabasco, US Bank

#### **TeaLab - Flash Developer / Animator (2010-2011)**

- Animated and developed rich media content
- Twice nominated for awards in advertising by Universal

#### **Ignition Interactive - Flash Developer (2010)**

- Developed teaser sites for DreamWorks Studios, Lego Rockband, Saving Eve
- Animated in Flash and After Effects for Astroboy, Scribblenauts, Sons of Anarchy, 500 Days of Summer

- Created widgets for Lego Rockband, Scribblenauts, The Final Destination

**NBC Universal - Flash Developer (2008-2009)**

- Developed all Flash content on NBC.com outside of the Rewind/Direct video play
- Successfully completed over 150 projects in a year
- Created content for the Emmy award-winning site, Heroes and the Webby-nominated, Late Night with Jimmy Fallon

**Concept Arts - Flash Developer / Animator (2006-2007)**

- Started interactive division of the company -Client portfolio included Warner Bros., Sega, Microsoft, Buena Vista Games, and Raw Feed Films -Maintained server and data management

**Passport Productions - Interactive Designer (2004 - 2005)**

- Trained and coordinated staff for multimedia projects
- Designer and Webmaster for network of company sites and micro-sites
- DVD author for internationally distributed titles

**Coachella Valley Assoc. of Gov. - Technical Specialist (2002 - 2004)**

- Saved the organization \$50K in first 5 months of employment
- Flash Designer for work distributed for Web and Multimedia
- Developed ASP application for online valley-wide transportation mitigation
- Designed Web sites ([www.cvag.org](http://www.cvag.org)) and ([www.cvmshcp.org](http://www.cvmshcp.org)) as well as interactive CD-ROMs
- Headed live GIS mapping for public and inter-agency meetings
- Performed GIS to create maps and analysis to aid in culmination of the Coachella Valley conservation plan
- Remote sensing and 3d mapping specialist