Oliver Baker

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EDUCATION

The University of Texas at Dallas
B.A. Arts and Technology
Computer Science Minor
Graduated May 2015

9 YEARS — Web development UX/Graphic Design

12 YEARS — Programming

7 YEARS — Art/Scripting

16 YEARS — Amateur Game Design/Art

EXPERIENCE

Creative Director at Flywheel BI

Created app style guides, app UX flows, as well as redesigned entire mobile app ahead of rewrite, both UX overhauls and aesthetic revamps. Wrote reusable front-end components and created much of the app's style code.

October 2017 - Present   React Native   GraphQL

Head of Design and Producer at TexasRL

Leading a team of designers, created 2D, 3D, and web-based content for esport tournaments, social media, and branding. Produced several large and small live LAN events in Texas.

August 2016 - Present   JS PHP CSS JSON HTML

Fullstack Javascript Developer at Flywheel BI

Front-end and back-end developer of Meteor/React applications, UX wireframing, and photography.

October 2015 - October 2017   React MongoDB Meteor SASS

Fullstack Web Specialist at UT Dallas

Programmer/UX designer of custom web-apps in JavaScript, PHP, HTML, and CSS built from scratch.

July 2013 - October 2015   JS JQuery CSS MySQL PHP

Consulting Web Devoloper at Minerva Co.

Programmer and designer of a custom Wordress-based site, and advisor for other web-based solutions.

April 2015 - July 2015   JS CSS MySQL PHP

PROJECTS

Flywheel Mobile Rewrite

Created reusible UI library of react native components, implemented features from front-end to back-end. Designed entire UI and UX flows for the new app. Complete app released to users after 8 months development.

Flywheel Desktop Site

Implemented new features from front-end to back-end, while maintaining the site. Built a UI library of react components, backed up by a unit test suite written in Jest.

JSOM Blog   jindal.utdallas.edu/blog/

Created a custom blog CMS back-end and front-end to display blog posts from staff, students, and faculty. Posts are being added regularly to this day.

JSOM Website   jindal.utdallas.edu

Full redesign and front-end implementation of design for the entire site. Site used Wordpress as a CMS so the bulk of the work was CSS and HTML.

Custom Platformer Game Engine   oliverbaker.org/tvm

For my senior project I decided to aim big and write an entire game engine in vanilla JavaScript and canvas. Creating particle effects and optimizing the game were my main focus, along with animations.

SKILLS

JavaScript ES6

React   Redux

React-Native

CSS   SASS   Styled Components

MongoDB

MySQL

PHP

Animation and Motion Design

GraphQL