

ANDREW KAN

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FRONT-END WEB DEVELOPER

Passionate and innovative front-end web developer dedicated on building and improving the performance of high traffic websites for global companies. Using technical, communicative, and problem solving skills to create enjoyable and fully optimized experiences for users on any platform.

EXPERTISE

- Front-End Web Development
- Programming and Design
- Responsive Development
- Cross-Browser Compatibility
- Site Troubleshooting
- Agile Development
- SEO Best Practices
- Build Optimizations

TECHNOLOGY

HTML5, CSS3, SASS, LESS, JavaScript, ES6, jQuery, HTML5 Canvas, nodeJS, AJAX, JSON, and PHP. React, Angular, Bootstrap, and Foundation Frameworks. git, npm, and SSH. Gulp, webpack, and grunt. Wordpress, Tumblr, and ExpressionEngine. Google Analytics, Google Tag Manager, and Facebook SDK. Adobe Creative and Microsoft Suite. Sublime Text, Atom, and Visual Studio Code. Mac, Windows, and Linux. Email Marketing. Amazon Alexa Training.

PROFESSIONAL EXPERIENCE

Front-End Web Developer | Nexon America

Sept. 2017 – Feb. 2018

Developed an interactive website and email campaigns for the global launch of Hyper Universe, Nexon's revolutionary side-scrolling battle arena game. Built a compelling website to showcase an update to Mabinogi, named Chainslash, Nexon's MMO RPG game. Both projects utilized HTML5, CSS3, JavaScript, .NET Framework, and gulp. Projects had to accommodate for responsive design, cross-browser compatibility, and localization.

Web Developer | TVGla

Nov. 2014 – Aug. 2017

Created and updated promotional web pages and HTML5 games for one of TVGla's biggest clients, Wheel of Fortune. Built sweepstake pages, that had to be live, a week before the episode premiered. These pages were built with HTML5, CSS3, and JavaScript. The builds had to accommodate for an older audience, so supporting the older browsers were a goal. Successfully launched and was promoted on the show, a HTML5 interactive bingo game. Worked with other entertainment clients to build cutting-edge website experiences like photo and text manipulation, using HTML5 canvas. Estimated project timelines and communicated with vendors.

Web Developer | Trigger LLC

Aug. 2013 – Nov. 2014

Developed dynamic and interactive websites like the franchise website for The Amazing Spider-Man 2 ("709 million" in box office sales"). Using HTML5, CSS3 Animations, and JavaScript we successfully launched the project. Assisted lead developers to finish a high volume of projects, with short deadlines. Maintained the company's corporate website and created custom tumblr pages for entertainment clients. Built boilerplates and web standards for the company.

EDUCATION

The Art Institute of California | Bachelor of Science Degree in **Web Design & Interactive Media**

INTERESTS & RESEARCH

Unity, virtual reality, augmented reality, game and mobile application development.