{ LUX }

STEVE LUX
CREATIVE & CODER

ABOUT ME

I have extensive experience creating user centric interfaces, features and functionality for gaming, web and mobile products. Properly balancing creative and technical needs against usability is foundational for me.

- Experience building clean and understandable User Interfaces
- Solid CSS, HTML, Javascript skills
- Experience working within and customizing Vignette, Magnolia, Wordpress, Drupal and DotNetNuke
- Clear presentational and communication skills

WEB SKILLS

UX, Information Architecture, UI, Wireframing, Application Architecture, Web Design, Front End Development, Back End Web Development, API Development, A/B testing, Linode, Git, BitBucket

CREATIVE SKILLS

UX, UI, Creative Direction, Concepting, Illustration, Corporate Identity, Branding Style Guides, Logo Design, Print Design, Brochure Design, Collateral Design, Ad Design, Copywriting, Video Editing

SOFTWARE KNOWN

Photoshop, Illustrator, InDesign, Audition, After Effects, Premier, Unity3d, Maya, Sketchup, XCode, Eclipse, Brackets, Atom, Visual Studio, FTP

PROGRAMMING LANGUAGES/FRAMEWORKS

C#, .NET, PHP, MYSQL Admin, SQL, HTML, Canvas, CSS3, Javascript, JQuery, JQueryUI, AJAX, JSON, ReactJS, NodeJS, npm, Apache 2, SVG, XML, XSLT, REST, AS3, MXML, AS2, ExtendScript, HLSL/Cg, JAVA SE, PERL, MVC, OOP, C3.js, D3.js, CodeIgniter, C++ (Arduino)

MOBILE DEV SKILLS

UX, UI, Application Architecture, Application Development, Animation, 3D modeling/UV mapping/rigging, Testing, Analytics/Tracking, Cutscene Direction, Native Plugins, Arduino Hardware/Coding

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// Atomilux Consulting 5.2017 - Current

This is my corporation that offers a wide gammut of consulting services including: game development, web development, UI, UX, logos, brochures and multiple types of illustration.

Our latest endeavor was development, UI and UX for Carnival Corporation. Other clients include: id software, GE, Wired and Goodwill.

// Talus Investments Group 1.2014 - 5.2017

I helped launch 3 separate startups under this group in which I was responsible for most of the development. Details of each are listed below:

Prevailion, Talus Investments - Senior Developer: This startup involves an intelligence platform that handles predictive threat analysis. I co-architected a vision with our CEO yielding complete set of UX/UI visual comps. I then built a Linux box and the v1 prototype. *Skills used: UX, UI, WIreframing, Web Design, CodeIgniter, Linux Admin (Debian), SSH, Apache2 Admin, MySQL design/admin, PHP, OOP, MVC, JS, jQuery, CSS, HTML, Cookies, C3.js, D3.js.*

Korporeal Games, Talus Investments - Senior Developer: We launched a gaming company that's home to a variety of unique Intellectual Properties and a few yet to be released revolutionary gaming concepts. Multiple titles were published for Android and iOS. *Skills used: UX, UI, Wireframing, Game Design, Animation, Cutscene Direction, Character Development, Story Development, Branding, Viral Marketing, Viral Merchandising, IP Development, Product Development, Usability Research, C#, .NET, MVC, OOP, Git, BitBucket, Unity Cloud Build, Sourcetree, Linux, Apache2, MySQL, PHP, Wordpress, jQuery, JS, CSS, HTML, C++ (Arduino).*

QUANTOMIC, Talus Investments - Senior Developer: At this startup we created a standalone social commerce platform called Tagspire. I coded: 80% of our v1 web portal, 100% of our v1 mobile (Apache FLEX/AIR), 100% of our v1 data intelligence portal and researched/authored an internal whitepaper with a new user acquisition theory and user acquisition plan. *Skills used: UX, UI, Wireframing, Branding, Market Strategy, Product Direction, User Acquisition Research, Usability Research, HTML, CSS, JS, jQuery, C3.js, D3.js, Cookies, AS3, MXML.*

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// TEXAS STATE UNIVERSITY | SAN MARCOS - Developer II   6.2008 - 2.2014

Here at TXST we created many ground breaking educational simulators, integrated enterprise authoring tools and solid educational content. Leveraging 3D platforms and rich media we worked closely with innovative faculty members who saw a unique need for communicating their subject matter. *Skills Used: UX, UI, Wireframing, Web Design, Game Design, Level Design, Documentation Authoring, User Testing, Unity3d, C#, .NET, PHP, MySQL, JS, CSS, AS3, AS2, MXML, XML, JSON, HLSL/Cg*

(continued)

// BRADFORD LAWTON DESIGN GROUP - Web Developer   11.2006 - 6.2008

My first task was to revamp the agency's site. Our end result was a high end data driven, responsive, Flash site that communicated our high end market position. While there, I also developed a lightweight proprietary PHP framework to speed development, integrated a flash shopping cart with Netsuite and developed a few Flash games. *Skills Used: UX, UI, Web Design, PHP, MySQL, Apache, Linux, CSS, JS, HTML, Flash, AS2, AS3, Perl.*

// TEXAS STATE UNIVERSITY - Art Director   12.2003 - 11.2006

This position demanded my full creative skillset with a strategic focus. Being within an IT department that executes large scale web work, my knowledge of various programming languages and web skills expanded greatly. Oddly, I was given the opportunity to automate documentation whitelabeling (JAVA, ExtendScript). The end result took 2 weeks of manual work and executed it in under a minute. *Skills Used: Art Direction, Graphic Design, Illustration, Photo Retouching, JAVA, ExtendScript, HTML, CSS, Flash, AS2.*

//------------------------------ CONTACT INFO ------------------------------

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