

# Andres Gallo

## Software Engineer

The Resume

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[www.andresgallo.com](http://www.andresgallo.com) | <https://github.com/andresgallo>

### Technical Overview

#### Languages:

Proficient in HTML5, CSS, Javascript, Ruby, and PHP.  
Experience with Objective C, mySQL and XSL, Server Side Javascript/Node.js

#### Software:

Adobe Photoshop/Illustrator/Dreamweaver/Indesign/Audition  
Inkscape/GIMP  
Logic Pro X/Audacity  
Microsoft Word/Microsoft Excel/Microsoft Powerpoint  
XCode, Eclipse, PhoneGap/Cordova/Sublime/ Visual Studio 2003, 2005

#### CMS:

Wordpress/CMSMS

#### Versioning Systems:

SVN, GIT

### Work Experience

#### Freelance Projects

(portfolio at [www.andresgallo.com](http://www.andresgallo.com)) present

#### Web Interface Developer

**Marvel Entertainment** 8/2012 - 5/2016

Spearheaded the front end development of the framework behind Marvel.com's and MarvelKid's series of websites. Includes post process flow to ease development while achieving optimized client side output.

Architected modules and games for easy maintenance, and shareability across projects.

Integrated a combination of javascript module design patterns to increase reusability, while optimizing memory, and processor usage in much of the framework powering Marvel.com and marvelkids.com as well as other projects.

Created a style guide to ensure consistency while simultaneously speeding up development of new modules.

Consistently experimented with various new techniques to continually ensure code follows best standard practices, along with the latest and greatest technology where possible.

#### Web Designer & Front End Developer

**Acotel Interactive** 5/2011 - 8/2012

Gathered specifications from technical documents to design plugin modules, interfaces, and frameworks.

Developed interfaces, animations and front end user interactions to deliver fluid dynamic experiences in both desktop, and mobile environments.

Structured front end development to degrade gracefully. This includes a full desktop experience, a full native app like experience in modern mobile devices as well an intuitive

old fashioned feature phone experience for less capable devices..

Streamlined workflow to allow for easier maintenance and improved teamwork.

*Web Application UI and UX designer*

**Human Resources Administration,  
(HRA) City of New York**

**10/2007 - 5/2011**

Gathered user specifications and created technical documents for web based application development and enhancement

Worked in a team of developers in creating new strategies for the delivery of information for the end user

Worked as a web UI/UX designer in both the creation and implementation of intuitive interfaces for large scale web applications

Implemented cross-browser standards compliant code ensuring robust functionality across all platforms

Applied theories of progressive enhancement taking advantage of newer features supporter by modern web browsers

Created unobtrusive reusable Javascript functions for multiple UI related tasks such as animation of HTML elements

*Graphic Designer for Public Relations Department*

**eShave.inc**

**6/2007 - 8/2007**

Created montages, postcards as well as other marketing strategies for various products in the eShave line

Retouched images using and creating template files added efficiency

Wrote copy for eShave's weekly newsletter

**Education**

*B.S Communications Design*

**GPA: 3.229**

**New York City College of Technology**

**6/2011**

*Diploma Computer Technology*

**Queens Vocational & Technical High School**

**6/2006**

**Honors**

*Honor Roll*

**William Cowper I.S 732002**

*President's Honor Roll*

**Queens Vocational & Technical High School**

**2003 - 2006**

*Dean's Honor List*

**New York City College of Technology**

**2007 - 2009**

*Speaker at CSS Dev Conf 2014*

**CSS Dev Conf (<http://2014.cssdevconf.com/>)**

**2014**