

JAY REWERTS

Software Engineer

10604 S 91st E Ave
Tulsa, OK, 74133

319.239.0143

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www.jayrewerts.com

WHAT I CAN DO FOR YOU AS A SOFTWARE ENGINEER

I am a skilled software engineer with a diverse background in 2D graphic and web design/development, 3D graphics/-modeling, and video design. I am passionate about integrating design with technology and am eager to contribute my expertise to create impactful, user-centered solutions.

AS A DESIGNER

I am an adept designer with a vast skillset; everything from 2-Dimensional Graphic and Web Design/ Development to 3-Dimensional Graphics/ Modeling and Video Design. I am very passionate about design and would love the chance to make a meaningful and positive impact with my design style while working with you.

EDUCATION

Iowa State University 2015 | Ames, IA
B.F.A in [Graphic Design](#)
[Digital Media](#) and [Philosophy](#) Minor

AWARDS

Gold ADDY® Award
Oklahoma Advertising Awards
B-to-B Website (2018)

Silver Award
Oklahoma Advertising Awards
Direct Mailer (2018)
Responsive Design, Website (2018)

Bronze Award
Oklahoma Advertising Awards
Animation, Special Effects or
Motion Graphics (2018)

DESIGN AND DEVELOPMENT SKILLS

SOFTWARE

Adobe Illustrator
Visual Studio Code
Adobe After Effects
Adobe InDesign

Adobe Photoshop
Axure RP
Figma
Adobe XD

Autodesk Maya
Cinema 4D
Visual Studio

Atlassian/JIRA
GitHub

GRAPHIC & VIDEO

Grid Systems
Editorial
Illustration
Photography

Poster
Logo
Identity Systems
Motion Graphics

2D/3D Animation
Video Editing
Infographic
Trademark

Book
Typography
Brochure

WEB & DEVELOPMENT

HTML
CSS/SCSS/SASS
UI/UX Design
Accessibility/ADA/508
Compliance
Responsive Design

Accessibility Tools:
WAVE and AXE devtools
Angular
Bootstrap
TailwindCSS
jQuery/ JavaScript

React/ NextJS
Vue3
Storybook JS
XAML
C#
PHP/Laravel

Page Layout
Landing Pages
Themed Pages
Social Media Ads
Email Design

CONTENT MANAGEMENT SYSTEMS

Sitecore XP/XM Cloud
Adobe Experience Cloud
OmniUpdate
Squarespace

Wix
Webflow

WordPress
Drupal

WORK EXPERIENCE

Software Engineer | *Bank of Oklahoma*

February 2023—Current, Remote

- Actively participated in an AGILE development environment, engaging in sprint planning, daily stand-ups, and sprint reviews.
- Utilized Jira for ticket tracking to manage and prioritize tasks, ensuring efficient workflow and effective communication.
- Worked with Azure for repository management, pull requests, and builds, leveraging version control to track and manage code changes.
- Developed responsive, accessible, and user-friendly web components and pages using modern HTML, CSS/Tailwind, and JavaScript.
- Ensured cross-browser and device compatibility for web components.
- Collaborated closely with UX/UI designers and back-end developers to integrate front-end components into a Sitecore environment.
- Completed online courses to adhere to modern coding standards and best practices.
- Implemented accessibility standards (WCAG guidelines) for inclusive web experiences.
- Utilized Angular, Sass, and TypeScript to create custom-styled components based on the Angular Material library.
- Developed front-end tests to ensure accuracy and consistency of custom components' styles.
- Created and managed tickets for bugs and new features, coordinating with developers, managers, and designers.
- Regularly met with cross-functional teams to discuss the development and implementation of a new component library for multi-team use.
- Ensured quality and consistency of custom components by adhering to best practices and coding standards.
- Completed comprehensive Angular training for a legacy application transitioning from AngularJS to Angular 17.
- Served as the primary frontend developer responsible for the smooth and efficient migration to Angular 17.
- Initiated training in React and Next.js in preparation for transitioning to Sitecore XM Cloud from Sitecore XP CMS.

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WHY I STAND OUT

I'm a designer turned developer who is passionate about creating impactful, user-centered digital experiences through empathy and problem-solving. I am a curious person and a life long learner, always eager to learn from others.

WORK EXPERIENCE CONT.

Software Engineer & UX Designer | Fire Engine RED, INC.

October 2021—October 2022, Remote

- Collaborated with the product manager to enhance user experience by introducing new features and updated designs to meet customer expectations.
- Designed and developed new components that improved the overall user experience, migrating legacy components into Vue2/3, SASS, and Laravel based on Atomic design principles.
- Implemented Accessibility review guidelines for components and integrated accessibility checks into the JIRA ticketing process.
- Maintained an up-to-date VPAT and trained QA on Accessibility tools and best practices for addressing issues.
- Ensured that accessibility requirements were Section 508 compliant and aligned with W3C standards.
- Used Axure RP to prototype the application and update features for stakeholder approval.
- Maintained and updated Figma designs to reflect changes in features.
- Reviewed and approved code, maintained and updated automated tests, and assisted with database changes as needed.

Front End App Developer and Web/Graphic/UI & UX Designer | Oklahoma Turnpike Authority

October 2018—October 2021, Oklahoma City, Oklahoma/Remote

- Collaborated with managers and stakeholders to design and build multiple Angular web applications for customers and customer service representatives.
- Created initial designs in Adobe Illustrator and developed prototypes in Adobe XD and Balsamiq, focusing on UX and responsive design.
- Translated designs into Angular components and developed them using HTML, CSS/SCSS, and TypeScript.
- Maintained the design and development workflow through JIRA, establishing processes for design approval and accessibility review.
- Worked with the project manager to establish priorities and meet deadlines.
- Collaborated closely with back-end developers to ensure seamless handoff of front-end code.
- Trained to become a full-stack developer.
- Designed and laid out the Annual Financial Report for three consecutive years.
- Led the creation of new websites on the Adobe Experience Cloud system.
- Presented new designs for the Oklahoma Transportation App.

Web/Graphic Designer | Paycom

May 2017—July 2018, Oklahoma City, Oklahoma

- Led the redesign of Paycom.com, utilizing a “graceful enhancement” approach to design and development.
- Created various landing and themed pages for events, marketing, and company resources.
- Designed brochures, posters, promotional materials, marketing emails, and print, social, and display ads.
- Contributed to the creation of animated informative videos and in-house motion graphics for social media posts and marketing materials.
- Developed GIFs for more engaging content and social media posts.

Web Designer | Oklahoma State University

August 2015—May 2017, Stillwater, Oklahoma

- Created, updated, and maintained the main University web pages in Drupal.
- Assisted in migrating the University website from Drupal to OmniUpdate.
- Designed web icons, banners, ads, and layouts for various University departments, including Admissions and Marketing.
- Provided website support for all University departments through a ticket help center.
- Created and maintained email communications sent to students, faculty, and staff by the Communications department.

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WORK EXPERIENCE CONT.

Web Designer | ISU Book Store

May 2014—July 2015, Ames, Iowa

- Modernized the ISU Book Store website, ensuring it was responsive and user-friendly on both mobile and desktop versions.
- Designed the website with a “mobile-first” approach to accommodate the high number of students accessing the site via mobile devices.
- Photographed products in a professional setting using backdrops and light boxes, then edited the images for color accuracy and visual appeal.
- Wrote product descriptions to enhance the online shopping experience.
- Created ads for web, email, and in-store displays.
- Developed marketing emails sent to students using mass email lists.

COLLEGE EXPERIENCE

Multimedia Design

Fall 2013

A semester of study on 2-Dimensional Animations and Motion Graphics using After Effects by creating several different animated videos. Such as a kinetic typography video of a passage of the Euthyphro and a title sequence for the movie Nosferatu.

Video Game Design

Spring 2013 & Spring 2015

Two semester's of study on game design and development using the Unity Game Engine and Autodesk Maya/Cinema 4D for modelling and animation. Completed multiple basic games such as a medieval pac-man that turned into a first-person horror mystery game and a first person exploration action platformer. Also created several different character and object models while also animating them.

Motion Graphics

Spring 2014 & Spring 2015

Two semester's of study on 3-Dimensional Animated Graphics using Cinema 4D and Autodesk Maya for modelling and animating short videos. Such as an interpretive music video to a Gorillaz song and an informational dialogue about drug use in the style of South Park. Also used Adobe After Effects for compositing the video and rendering out the final files.

3-Dimensional Modelling

Spring 2015

A semester of study on 3-Dimensional Modelling, Texturing and Lighting using Cinema 4D. Creating models such as a lightsaber and creative staff weapons to Anakins' podracer from Star Wars Episode 1.