

JAY REWERTS

Multimedia Designer

10604 S 91st E Ave
Tulsa, OK, 74133

319.239.0143

jay.rewerts@gmail.com

www.jayrewerts.com

WHAT I CAN DO FOR YOU

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 2022

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
Responsive Design

Angular
Bootstrap
TailwindCSS
Page Layout
Landing Pages

Themed Pages
Social Media Ads
Email Design
jQuery/ JavaScript
Vue3

Storybook JS
Adobe Experience Cloud
XAML
C#
PHP/Laravel

WORK EXPERIENCE

Front-End Web Developer | *Bank of Oklahoma*

February 2023—Current, Remote

Actively participated as a team member in an AGILE development environment, engaging in sprint planning, daily stand-ups, and sprint reviews to ensure the timely delivery of high-quality web components, new features, and bug fixes. Utilized Jira as a ticket tracking system to manage and prioritize tasks, ensuring efficient workflow and effective communication with team members and stakeholders. Worked with Azure for repository management, pull requests, and builds, utilizing its version control capabilities to track and manage code changes effectively while also providing code reviews. Developed responsive, accessible, and user-friendly web components and pages using modern HTML, CSS/Tailwind, and JavaScript, ensuring compatibility across multiple browsers and devices. Collaborated closely with UX/UI designers and back-end developers to ensure seamless integration of front-end components into the overall application architecture in a Sitecore environment. Continued education by completing online courses to ensure adherence to modern coding standards and best practices. Implemented accessibility standards (such as WCAG guidelines) to ensure inclusive and user-friendly web experiences.

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

October 2021—October 2022, Remote

Collaborate with the product manager to create a better user experience by introducing new features and updated designs to satisfy internal and external customers' expectations. Helped design/develop new components that provided tangible improvements to the overall user experience and migrated old ones from a legacy system into Vue2/3, SASS, and Laravel components based on Atomic design principles. Implemented Accessibility review guidelines for components and added a step within the JIRA ticketing process to make sure all new code abides by accessibility standards. Kept the VPAT up-to-date and trained QA on Accessibility tools and how to address any issues that may arise. Made sure the accessibility requirements were section 508 compliant while also keeping in line with the W3C. Used Axure RP to prototype the App and add/update features for approval from several stakeholders. Kept Figma designs up-to-date when features changed. Reviewed and approved code, maintained and updated automated tests, and helped make database changes when needed.

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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

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

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

Work closely with managers and project stakeholders to design and build multiple Angular web applications used by both customers and customer service representatives. The initial designs were created in Adobe Illustrator and the prototypes were made in Adobe XD and Balsamiq with a focus on UX and an emphasis on responsive design. Translated the designs into Angular components and developed them using HTML, CSS/SCSS, and Typescript. Maintained the design and development work ow through JIRA, created processes for design approval and accessibility review, and worked with a project manager to establish priorities and meet deadlines. Worked directly with back-end developers to seamlessly hand off the front-end code. Trained to become a full-stack developer. I was also tasked with designing and laying out the Annual Financial Report for 3 separate years. Was in charge of the creation of new websites on the Adobe Experience Cloud system, and also presented new designs for the Oklahoma Transportation App.

Web/Graphic Designer | Paycom

May 2017—July 2018, Oklahoma City, Oklahoma

Responsible for the redesign of Paycom.com by providing updated designs while implementing a "graceful enhancement" approach to the design and development process. Created many different landing and themed pages for different events and marketing/company resources. Designed brochures, posters, promotional materials, marketing emails, and print, social and display ads. Helped create animated informative videos, and in-house motion graphics for social media posts and marketing material, and GIFs for more engaging content and posts.

Web Designer | Oklahoma State University

August 2015—May 2017, Stillwater, Oklahoma

Responsible for creating, updating, and maintaining the main University web pages in Drupal. Helped migrate the website from Drupal to OmniUpdate. Created University web icons, banners, ads, and layouts for different departments within the University from Admissions to Marketing. Helped provide website support for all of the University departments through a ticket help center. Created and maintained the emails that were sent out by the Communications department to students, faculty, and staff.

Web Designer | ISU Book Store

May 2014—July 2015, Ames, Iowa

Modernized the ISU Book Store website by updating it to be responsive and more user-friendly on both mobile and desktop versions. Designed with a "mobile-first" philosophy due to the number of students accessing the site on their phones. Photographed products in a professional setting using backdrops and light boxes, edited the photos of products to be more color accurate and overall more pleasing for the website and wrote the product descriptions. Created ads that were used for the web, emails, and in-store displays. Created marketing emails that were sent to the students using mass email lists.

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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 Anakin's pod racer from Star Wars Episode 1.

