alton chaney

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ABOUT

With experience in an array of skills and technologies, my goal in any work I help create is to make people happier, whether that comes from a life-changing experience, or one less tap. My passions lie in software design and development, where I've specialized in both mobile and web platforms. At home I'm a huge pop culture nerd with a life-long love for all things cinema, music, and games.

SKILLS

HTML5/CSS3	NODEJS	SKETCH/ILLUSTRATOR
JADE/LESS	ANGULAR	UNITY/BLENDER
JAVASCRIPT/ES6	WEBGL/THREEJS	WORDPRESS

EXPERIENCE

Insitome   AUG 2016 - PRESENT

I oversee the production and development of Insitome's web front-end, which allows people to learn more about their genetics. Using a data-driven SPA, we provide users with the most performant experience possible, enabling anyone to empower themselves with DNA data at their disposal.

Snap Kitchen   DEC 2015 - AUG 2016

I was responsible for the creation, oversight and direction of Snap Kitchen's front-end web platform. Using Angular and Node I created a powerful and robust experience, compatible on everything from desktop computers to mobile phones, ensuring performance was never compromised.

Blippar   JAN 2013 - DEC 2015

My role with in the team was helping design and develop custom solutions for clients that needed more unique and tailored AR/VR solutions, delving into various aspects of user interface and user experience design, as well as assisting in various front-end implementations. *Formerly Binocular.*

Mass Relevance   APR 2011 - AUG 2012

Coming on in the company's early stages, I was tasked with creating various designs that integrated social media content for such companies as Yahoo! and MTV Networks, as well as prominent organizations like the White House and the International Olympic Committee.

See a selection on my work @ altonchaney.com