

altonchaney

 /in/altonchaney

 me@altonchaney.com

 @altonchaney

A B O U T

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.

S K I L L S

HTML5/CSS3	ANGULAR/VUE	SKETCH/ILLUSTRATOR
JADE/LESS	NODEJS	GOOGLE CLOUD
TYPESCRIPT/ES6	WEBGL/THREEJS	UNITY/BLENDER

E X P E R I E N C E

Ruckit

APR 2018 - PRESENT

I assist with the development of Ruckit's core Dispatching product, and created an additional Ticket Manager product from the ground up using the latest version of Angular, implementing and maintaining a robust OCR process as well as a direct-to-browser document scanning pipeline with a full test suite.

Insitome

AUG 2016 - APR 2018

I oversaw the production and development of Insitome's web front-end, which allowed people to learn more about their genetics. Using a data-driven SPA, we provided 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.*

See a selection on my work @ altonchaney.com