

ABOUT ME

THE RESUME OF STUART EVANS

What will you get from me as a team member?

A reliable and trustworthy colleague who cares deeply about the details, the user and the team itself. I have a critical eye and will always have thoughtful rationale behind the decisions I make.

How can I be of help to your creative process?

My experience makes me efficient when tasked with solving difficult problems and my work ethic and passion allows me to work quickly and undeterred by obstacles. My ability to design as well as code offers insight into solutions which positively impacts both sides of the final creative process. My pragmatism allows me to effectively problem solve by finding the simple solutions while keeping me from going too far down an incorrect path.

What won't you get?

Arbitrariness.

A letter of recommendation is available upon request.

WORK EXPERIENCE

STUART EVANS

Design Team Lead, Designer and Developer - theScore Inc

March 2015 - Present

I currently lead a team of six product designers working on three mobile apps, theScore, Squad Up, theScore eSports, and their companion websites. My current focus is UX design and prototyping and I was initially responsible for the development of a responsive Ember.js client as well as its SASS framework for a daily fantasy sports product called QuickDraft.

Interaction Designer, Senior Developer - Teehan+Lax

October 2012 - January 2015

Front-end, UX and creative work were the order of the day for my responsibilities at Teehan+Lax while contributing to a 2014 Net Awards Agency of Year win. We would help clients create and improve their products through collaborative efforts and agile workflows with a heavy emphasis on prototyping and user testing.

Senior Developer - Grip Limited

August 2012 - October 2012 (Contract)

Developed the CML Healthcare Wordpress site during my three month contract at Grip. This entailed creating a custom Wordpress back-end and admin as well as the responsive front-end development.

Senior Interactive Developer, UX Designer - Grand Creative Inc

July 2009 - July 2012

I was responsible for the front-end and interactive development at Grand which would, for the most part, be self directed. I was always involved in creating and evaluating timelines as well as creative discussions at the beginning and throughout each project.

Senior Interactive Developer - Henderson Bas (acquired by MDC Partners)

July 2008 - July 2009

I worked within the creative team to produce high quality interactive sites for brands like Mercedes Benz, Molson, Coca-Cola and Tim Hortons. Tight timelines and lofty goals were always met with award winning work. I participated in all creative discussions and idea pitches involving interactive.

Interactive + Design Team Lead - Kaboose Inc / Disney

April 2004 - June 2008

I was responsible for leading a team of developers, animators and artists creating original online games, interactive activities and content targeted towards kids and families. It was also my responsibility to conduct team reviews, code-reviews, and delegate tasks. I spanned many roles as team leader which included project management, creative direction, production, design and technical/copy/proposal writing.