



# Glenn Martin

Designer / Developer / Artist

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I am a versatile and innovative creator of web sites and apps with skills in UX, design, and development. My experience in all phases of production allows me to approach creations wholistically. This makes things attractive, usable, and maintainable. It also lets me push limits in the right places to generate new ideas and executions.

## Some of My Skills

- Responsive Interface/Web Design
- User Experience (UX)
- Programmatic/Dynamic Animation
- Adobe CC (Photoshop, Illustrator, InDesign, etc.)
- HTML5, CSS3, JavaScript (including ES6)
- Sass/SCSS and Less
- Node
- PHP
- Craft, WordPress, and other CMSs
- Gulp and Grunt
- Version Control (Git, Mercurial, SVN)
- WebGL

## Notable Work Experience

### Campbell Ewald

I lead a team that develops sites for clients using Craft CMS, or occasionally Node.js, using an Agile approach. To help in this, I built my own Javascript and SASS libraries giving my team a level of control and understanding while decreasing overall file size for users compared to third party options like jQuery and Foundation. I also regularly make prototypes that push our existing technologies to their limit, including custom implementations of WebGL.

#### Senior Technologist

2014 - present  
Detroit, MI

### ePrize (now HelloWorld)

Developed promotions for numerous high-profile brands including the NHL, Victoria's Secret, and Coca-Cola. Created advanced interactive experiences using modern techniques, including canvas, to provide compelling user experiences on all devices (for example, a scratch-to-win instant win game).

#### Interface Developer

2011 - 2013  
Pleasant Ridge, MI

## See Some Work

Visit <http://glenn-martin.com> or <https://github.com/jhereg00/> to see select examples of my work, including sites, prototypes, and illustrations.