

Timothy B. Smith

Designer & Frontend Developer

Saint Paul, MN
612.267.8758 ▪ smith@ttimsmith.com ▪ ttimsmith.com

INTRODUCTION

I'm Tim Smith, a designer and frontend developer based in St. Paul, Minnesota. I bridge the gap between designers and backend developers.

For ten years, I've worked on sites and web apps by creating user flows, wireframes, mockups, and writing standards-based HTML and CSS. I help lead collaboration between engineering and design teams, and love working to maintain or create a pattern library for UI components and frontend markup. Teaching others is a passion of mine, so I've enjoyed the privilege of speaking at several conferences.

SKILLS

Design with a focus on web applications and user experience; front-end development with a focus on standards-based markup and (S)CSS architecture; Git; presentational JavaScript (including jQuery and some CoffeeScript); extensive experience with Rails apps; some experience with PHP, Angular, and React.

SIDE PROJECTS

Writer of Brightly Colored
brightlycolored.org

My writing place for design, development, technology, podcasts, Apple, and more.

Host of YouTube Channel
youtube.com/smithtimmytim

Video reviews and unboxings on all sorts of products and technology. I post reviews of movies I love too.

PREVIOUS PROJECTS

Acquisitions Editor at A List Apart
alistapart.com

A List Apart explores the design, development, and meaning of web content, with a special focus on web standards and best practices.

EXPERIENCE

Owner, Designer & Developer at Anythin' Goes LLC.

September 2012–Present

Manage the design and development business. Meet with potential clients and gather requirements for projects. Plan and draft proposals. Work with small and large businesses, creating websites in addition to complex, data-rich, web apps.

Senior UX Designer & Developer at Mealthy

August 2017–February 2018

Design and build website in addition to a custom CMS with Phoenix and React. Organize and architect SCSS to scale. Create components out of common UI patterns. Help with design and frontend strategy.

Design Mentor, Bloc

January 2017–February 2018

Meet with students one to three times a week. Give advice and critique as they progress through curriculum. Write new curriculum to fill gaps.

UX Designer & Developer at ACL Services, Ltd.

April 2015–November 2016

Worked on a team of designers to keep a consistent design language across various products. Help maintain a styleguide. Develop features within products of different technologies like Ruby on Rails, and Angular. Write about the design team's process and how we solved problems.

Designer & Frontend Developer at Rocket Lift Inc.

November 2012–May 2013

Lead design, front-end development, and internal marketing. Provided direction to hired designers. Responsible for the company's rebrand.

UX Designer & Developer at &yet

September 2012

Web Designer at Lullabot

March 2012–September 2012

UI Designer at WorkSimple

December 2011–March 2012

Lead UI Designer at Bundly LLC.

April 2011–October 2011

Graphic Designer, Freelance

July 2007–April 2011

EDUCATION

Palomar Community College, Graphic Communications

January 2006–May 2009