

Greg Batha

email: gbatha@gmail.com

portfolio: cargocollective.com/gregbatha

blog: bitbitbattle.tumblr.com

twitter: twitter.com/saiato

Experience

Freelance Interactive Developer

October 2013 - Present

Various forms of interactive development including front end web development, data visualization, and game development. Clients include Skype, Apple, and HBO.

Interactive Developer at Ignition Interactive

October 2011 - October 2013 (2 years)

Front end web development with additional server side development. Working closely with designers and producers from the project planning phase through completion for entertainment clients. Projects include The Hunger Games movie campaign, Hawken blog (WordPress) and forum (phpBB), Seven Psychopaths website, Empire of the Sun website (tumblr), and Disney Innoventions site. Researched, experimented with, and prototyped progressive web technologies. Educated co-developers on emerging web technologies. Created tools for internal use. Managed projects with other team members and freelancers using Git.

Lead Web Developer at We are Giants

September 2011 - January 2012 (3 months)

Front and back end web development. Built microsites for RedBull and Cast of Vices' e-commerce site (Shopify).

Web Developer at Cargo Collective

April 2011 - August 2011 (5 months)

Back end web development. Added new features and handled bug fixing.

Design | Media Arts web developer at UCLA

2009 - 2011 (2 years)

Participated in the UCLA DMA webteam under the supervision of Casey Reas and Chandler McWilliams. Implemented the 2010 iteration of the UCLA Design | Media Arts department website.

Designer, Developer, Animator at Left Field Labs

June 2010 - September 2010 (4 months)

General assistance with projects at LFL, including animating advertisements, web design and development, mobile development, ad design, and project concepting.

Design | Media Arts lab IT at UCLA

2008 - 2009 (1 year)

Software and Hardware IT for the Design | Media Arts student labs. Also helped at the front desk of the printing lab.

Freelance

Psychic City HTML5 web app (July 2011)

Front-end developer and project planner for Rene and Megan Daalder's mobile web-app for Little Tokyo Design Week 2011. Heavily involved with UX, development and implementation.

Animation UseAll5 (March 2011)

Animated graphics for UA5's second iteration of their advertisement campaign for Vanguard. All animation done in Adobe After Effects and Processing.

Concert Live Visuals (January 2011 - Present)

Creation of motion graphics using After Effects and Processing. Live mixing of graphics and footage using Modul8. Notable VJ performances include Zedd, Diplo, Flying Lotus, Nosaj Thing, and Hard Summer Festival.

Education

University of California, Los Angeles 2011

B.A. Design | Media Arts

Minor in Film and Television (Animation focus)

Graduated Cum Laude.

Skills

Programming and the Web

HTML(5), CSS(3), Javascript, jQuery, Processing(java), Unity3D, PHP, MySQL, Git, CLI, SVG, Game Development, node.js, Regex.

Graphics and Animation

Photoshop, After Effects, Illustrator, InDesign, Autodesk Maya, Logic Pro, Typography, Traditional and modern animation techniques.

Honors & Awards

Github Game-Off 2012 winner