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Right off the bat, let me say that much of my background is in art, while I have simultaneously been working very hard on my programming skills. I am a problem solver. Give me a problem and I will do my best to solve it, and if you give me a second chance, I will do better, because I will have learned.

I am a **full stack developer**, a **backend engineer**, a **frontend wiz**, and a **damn good portrait artist**.

Now that we got that out of the way, let's move on.

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TECH SKILLS

HTML	Since 1998
CSS	Since 2002
Sass	Since 2013
Javascript	Since 2001
Jquery	Since 2009
AngularJS	Since 2013
PHP	Since 2002
MySQL	Since 2003

ADOBE EXPERT CERTIFICATIONS

ACI	Adobe Certified Instructor
Illustrator	CS6 ACE
Photoshop	CS6 ACE
Indesign	CS6 ACE
Flash	CS6 ACE
Acrobat	X ACE
Dreamweaver	CS6 ACE

VARIOUS SKILLS

Technical	FontLab, SketchUp, Sublime Text 2, Github, Subversion, Google Drive Apps, MS Excel, MS Word, MS Visio, MS Powerpoint
Artistic	Portraiture, Caricature, Digital Painting, Colored Pencil, Calligraphy, Product Design, Logo Design, Web Design
Other	Wood Carving, Team Management, Split the atom, Movie Trivia, Teaching

You're doing great so far. Thank you for reading my resume.

WORK HISTORY

Recent Employment

ACADEMY OF ART UNIVERSITY CURRENT

San Francisco, CA - *WNM Faculty Teacher for Web Development*

Teaching Web Tech 1 - Full stack development course

Students learned complete web development from html, css and javascript, to php and mysql

LEARNIT! 2011

San Francisco, CA - *Technical Instructor for Web development and Adobe Products*

Taught classes daily for public and private events, and created video tutorials for many classes

Gained certification in multiple fields including most of the Adobe CS6 lineup as well as CTT+

Worked on the public websites for www.learnit.com as well as www.learnitanytime.com

Previous Employment

CONCEPT ART HOUSE 2010

San Francisco, CA - *Art Director for Flash Development*

Art directed teams in China for projects involving companies such as LOLapps, Zynga, and Mobscience

Projects involving UI/UX, character creation, character animation, asset production, and ad creation

Art directed and lettered the English version of the comicbook "Daomu" released by Image Comics

KAMAN'S ART SHOPPES 2008

Buena Park, CA - *Caricature Art Lead*

Day to day maintenance of 3 art stands while upholding the standards and conduct of a team of artists

Web Development Projects

WWW.HAMILTONDRAWS.COM 1996 - Present

Personal Website (PHP,Sass,JS,JSON,MySQL)

Backend, Frontend, Analysis, so much code created for my own personal use and growth

Examples available on request

WWW.ZOMBIEPUMPKINS.COM 2004

Website/Database Developer (PHP)

Paypal integration, polling scripts, and backend analysis software

WWW.SAMHITI.COM 2002,2004,2013

Website Developer/Administrator (PHP,AngularJS)

Full backend and front end created in AngularJS, blog, comic viewer, Paypal storefront, and gallery

I have one more page for you. Thank you so much for sticking around this long.

EXAMPLES OF WORK

Web development / rapid prototyping

From client designs

<http://www.hamiltondraws.com/debtbuy> - A website to handle the buying and selling of debt

<http://www.tripulateapp.com> - A trip calculator for all types of transportation

Personal projects

<http://www.egoartist.com> - Business front end for my Portraits

<http://www.imagegimp.com> - Website for my Chrome extension

<http://www.swatchtool.com> - Weekend project for a Prismacolor marker site

I have so many little web development projects.

Little never-finished Apps and the like

<http://www.hamiltondraws.com/codes>

<http://www.hamiltondraws.com/scripts>

<http://www.hamiltondraws.com/examples>

Art portfolios

<http://www.hamiltondraws.com/portfolio>

<http://hamdiggy.deviantart.com>

<https://dribbble.com/bronkula>

Fonts created for personal and client use

<http://www.hamiltondraws.com/fonts>

Thank you for reading through this resume.

I think we could be great friends. You're a great person, and I'm not just saying that. ... I mean I am. But you get the idea. ... I'll stop now.

Thank you, again,
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