

# MIMS H. WRIGHT

SOFTWARE

ENGINEER / GAME

DEVELOPER / AUTHOR /

SPEAKER / UX DESIGNER

Los Angeles, CA

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## OVERVIEW:



I'm a versatile developer with over 18 years of experience creating responsive websites, interactive experiences, video games and applications for desktop and mobile platforms. I'm looking to join a talented team at a software company or digital agency where we can challenge each other to create groundbreaking products and make the world a better place.

I love my work.

## CAREER HISTORY:

### Principal Engineer

MIMS INTERACTIVE LABS, LLC

April 2007 - Present

Throughout my career I have worked with some fantastic digital agencies, both large and small, as a contract developer. Having worked on a wide variety of projects has exposed me to a broad spectrum of skills as a programmer. My clients can always count on me for my cutting-edge technical knowhow as well as my commitment to integrity and making a great product.

*Notable Clients: [Balsamiq Mockups](#), Honda, Toyota, Scholastic*

### Principal Web Engineer

**HUGE**

August 2012 - February 2015

Huge is an agency at the forefront of fantastic responsive design and technical capability. As part of the technology leadership team on the west coast, I act as a mentor to other developers and as a front-end system architect. I have helped codify development standards and have successfully launched two of the West Coast office's largest projects. I have also worked closely with the design team on a number of rapid prototypes for mobile and web applications.

Notable Clients: *Lexus, Samsung, Netflix, FX, Tempur-Pedic, GIA*

## Senior Software Developer

### SCHEMATIC (NOW POSSIBLE WORLDWIDE)

February 2006 - April 2007

At Schematic, I was part of an excellent team of developers and designers on a number of larger-scale web applications. We pushed the boundaries of what was possible with current technology from building some of the first streaming video players to custom-built multi-touch installations. I also contributed as a project technical lead.

*Notable Clients: Comcast, AOL, Condé Nast*

## Web Developer / Designer

### DOMANI STUDIOS

August 2004 - April 2005

When I joined Domani Studios as a developer, it was still a relatively small company. Along with creating boutique interactive experiences, I built-out complex data-driven websites. During the production of the award-winning game Kid Cupid, I contributed as both a game designer and developer.

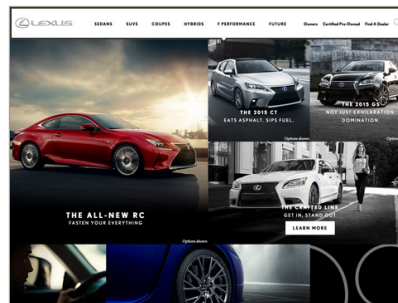
*Notable Clients: Rodan & Fields, Starwood, American Federation of Arts*

## FEATURED WORK:

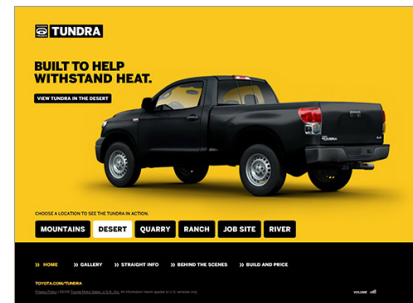
For a full list of select projects please visit my at [mimswright.com/portfolio](http://mimswright.com/portfolio)



INFOGRAPHICS PORTAL



LEXUS.COM REDESIGN



TUNDRA EXPERIENCE MINI-SITE

## NOTABLE CLIENTS:

Throughout my time working with leading agencies and as a freelancer, I've contributed to a number of successful companies. Here are just a few.

- o AMC
- o Balsamiq Mockups
- o Condé Nast
- o IFC
- o MTV Networks / Atom.com
- o Samsung
- o Suzuki
- o AOL
- o Coach
- o FX
- o Lifetime Network
- o Panasonic
- o Scholastic
- o Toyota
- o Adult Swim
- o Comcast
- o Honda
- o Johnson & Johnson
- o Reebok
- o Starwood Hotels

## AGENCIES:

Here are some of the digital agencies and software companies I've had the pleasure to work with as a consultant.

- **HUGE INC.** (NY, LA, SF)
- **ORGANIC INC.**
- **SCHEMATIC** (now Possible Worldwide)
- **EFFECTIVEUI**
- **WHITTMAN HART** (now Band Digital)
- **SAATCHI & SAATCHI** LA
- **DUNNING, KRUGER & ASSOCIATES** Berlin
- **UNIVERSALMIND**
- **TOOL**
- **XYLEM INTERACTIVE** (now LXRD)
- **YOUR MAJESTY**
- **OMGPOP** (now Zynga)
- **DIGITAL KITCHEN**
- **BALSAMIQ MOCKUPS**
- **DOMANI STUDIOS**

## PUBLIC SPEAKING:

Speaker at **DOTJS CONFERENCE** (previously at **BERLIN.JS** and **REACTJS BERLIN**)  
**MIMSTRIS: CREATING AN ARCADE PUZZLE GAME IN REACT / REDUX**  
December 2017

The making of **MIMSTRIS**... What started out as an innocent game tutorial soon became a semi-obsessive crash course in modern front-end concepts. I retell my journey from nothing to a 60-line package.json file.

Speaker at **JS.LA** and **UP.FRONT BERLIN**  
**UNDERSTANDING BINARY**  
April 2016

Computers are "just a bunch of ones and zeroes," right? But how do ones and zeros become pictures and sounds? We explore what "just a bunch of ones and zeroes" really means by starting at the beginning.

Speaker at **BEYOND TELLERRAND** (warm-up) and **UP.FRONT BERLIN**  
A Designer's Guide to Thinking like a Programmer  
November 2017

Explores how coders employ a plethora of interesting tools to solve problems. Presents 5 fundamental concepts that software developers use on a daily basis and shows how to apply them to make your designs better and your life easier.

Speaker at **JS.LA**  
**MAKING A SIMPLE GAME IN PLAIN JAVASCRIPT**  
August 2013

This talk walks the audience through the basics of making a simple game in JavaScript. We start with a game loop and progresses adding a new feature at each step along the way. The end result has graphics, physics, sprite animation, collision detection, text and sound.

## PUBLICATIONS:

Co-author of  
**ACTIONSCRIPT 3.0 BIBLE**  
Wiley, 2007

A definitive resource for mastering Flash and ActionScript programming, this book was translated into 4 languages and is now in it's second edition.

Writer / Editor  
dispatchEvent() Blog  
2006 - 2012

dispatchEvent() **WAS** an online resource for programmers (focusing on Adobe Flash) with over half a million visits over its lifetime. I currently write on **MEDIUM AS @MIMSHWRIGHT**.

## EDUCATION:

University of Colorado, Boulder  
Interactive Design  
May 2001 - May 2002

Savannah College of Art and Design  
Graphic Design, Photography  
August 1998 - August 2000