ROSS CONOVER
DESIGNER × DEVELOPER

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Beaufort, SC
832.266.8726

SKILLS + TOOLS

Photoshop
Illustrator
InDesign

UI + UX

Project Mgmt
Kanban + Agile
Devops
Web Accessiblity

HTML + CSS

Javascript
React + Redux

Java

Github + Gitlab
CI/CD

I design websites, then I make them work. I have jumped back and forth from designer and developer roles, and am always looking for new ways to merge my two passions together.

When I'm not making websites you'll find me building video games, discovering new music, catching up on my film watchlist, or finding something new collect.

EXPERIENCE

SOFTWARE ENGINEER II — USAA

2019–	Developing member-facing web applications. Mentor to new team mates, decisionmaker in project timelines and direction, team representitive for workplace feedback, and coordinator of cross-team development shareouts.

FRONT-END DEVELOPER & TEAM LEAD — USAA

2017–2019	Collaborated closely with designers on developing public-facing websites, often for pages receiving over ten million views per month.
	Designed, developed, and oversaw the creation of a component library to reduce development time and increase design consistency on pages.
	Transitioned to a team lead role, helping manage project timelines, team coordination, business partner decision meetings, and new-hire interviews.

FREELANCE DESIGNER & DEVELOPER

2015–2017	Designed and developed websites for small business clients through a marketing consulting firm. Work often included Wordpress management, and custom theme design and development.

DESIGN INTERN — NATIONAL OILWELL VARCO

2012–2014	Designed promotional material for products, collateral for employee appreciation events, and company-wide presentation templates.

EDUCATION

BFA COMMUNICATION DESIGN — TEXAS STATE UNIVERSITY

2009–2015	Studied Communication Design with personal emphasis on Interactive / Web Design.
2020–2021	Returned to finish my degree in 2020.