

Yohannes Baynes

DOB: 10/16/1981

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Tel: 310.626.3977

Location: Los Angeles

EDUCATION

Southern California Institute of Architecture

2003 - 2007

Bachelor of Architecture (B.Arch)

Kyoto Seika University

2004

Foreign exchange program, Kyoto, Japan

SKILLS

Programing Languages

JavaScript

PHP

HTML 5

CSS3, LESS

JQuery

C# (Within Unity 3D)

Design Software

Illustrator

Photoshop

Adobe XD

Sketch

Unity 3D

Web platforms and API's

WordPress

Foundation

Advance Custom Fields

Shopify

Google Cloud Services

AWS Lightsail

Management

Project management

Budget management

Client management

Project proposals

REFERENCES

Shannon Sweeney

Producer At Kilograph, Los Angeles

shannon@kilograph.com

Denzil Maher

Former Creative Director at Kilograph, Los Angeles

notwashington@gmail.com

EXPERIENCE

Kilograph

2018 - 2021

Web and Interactive developer

Information architect and lead developer for all web projects. A strong focus on web based virtual tours. 3D panos and web based AR/VR.

We Are Matik

2016 - 2018

Software Developer

Software development for interactive installations and events. Assisted with on site tech support for events in Los Angeles, New York, Miami and Chicago.

Alligator Industries

2013 - 2016

Head of Interactive Development

Information architect and lead developer for all web projects. Assisted with project proposals, client reviews and post launch maintenance.

Woven Digital

2011 - 2013

Software Developer

Lead Flash engineer for the Woven Cube(now defunct), A three dimensional social network built with 3D flash.

INTERESTS

In my spare time, I enjoy running, hiking, blogging and playing video games. I am passionate about modern architecture and public transportation. I love to travel and I have a keen interest in Japanese culture and aesthetics.