

Kyle Herminath

kyleherminath.com - 920.784.3466 - kyle@herminath.com

TECHNICAL SKILLS

Photoshop & Dreamweaver	SEO & Social Media	Email Templating
HTML, CSS, & JavaScript	Bootstrap 3 & 4	PHP
Wordpress & WooCommerce	Joomla & Drupal	Shopify & Magento
VS Code & Atom	Git & SVN	FTP & Database Editing
Mobile Apps & Game Design	Premiere, AE, & Audition	Unreal, 3DS Max, & ZBrush

PROFESSIONAL EXPERIENCE

Northern Computer Service
Web Director

Sept 2020 – March 2021
Jan 2021 – March 2021

- I organized our web work to my team of four other web designers and developers.
- Oversaw over 300+ clients for redesigns, new websites, and minor edits on a variety of platforms like Joomla, Drupal, Wordpress, and hand-coded / proprietary.

Senior Web Designer

Sept 2021 – Jan 2021

- Designed this site: (<https://www.createnew.dev/minocquacc/>)
- Designed this site: (<https://www.createnew.dev/cuttingedge/>)

The John Birch Society
Senior Web Designer & Developer

June 2017 – April 2020
May 2018 - April 2020

- I switched our Law Enforcement Charitable Foundation to a new website saving us over \$1,000 a month.
- I changed our Legislative Alerts provider to a new a modern company called One Click Politics (<https://oneclickpolitics.com/>) and exponentially increased our members engagement and effectiveness. For almost exactly the same cost.
- I convince our company to move from an archaic email marketing platform to the most used Mailchimp and the cost of it was close to the same. I also setup Email Templates for the Social Media department.
- I continued to challenge JBS to think systematically in lobbying for a complete change of our enterprise management system, which handles our inventory, credit card processor, shipping, phone system, and much more; which is easily the #1 bottle-necking growth issue for JBS to this day.

- When I left the new programmer and I were in the process of transitioning TNA to a faster and all around better CMS.

Web Designer & Developer

June 2017 – May 2018

- JBS.org is anywhere from 75 – 100 pages that isn't including ShopJBS.org or the members area JBSArchives.org which has thousands of pages and products. The original main websites for JBS and TNA were made in **Joomla** and the corresponding stores were made in **Magento**.
- I remade the JBS.org website in **Wordpress** and transitioned all the content along with added new features.
- I also redesigned the ShopJBS & JBSArchives to match the new look and style that I had designed for The John Birch Society.
- Redesigned: ShopJBS (<https://shopjbs.org/>) Members Area (<https://jbsarchives.org/>) JBS.org Before (<https://bit.ly/3obEQiN>) & After (<https://bit.ly/31sbfYN>).
- The redesign exchanged a very long winded and disorganized website for one that is very visual and broke the the companies concepts into digestible segments.

Virtualtech Website Design & Promotion, Inc.

April 2016 – June 2017

Lead Web Designer

- My second time working for Virtualtech was as the Lead Designer. I was responsible for coming up with the **Web Design** ideas for all of our new clients. This normally meant working on any where from 1 - 5 websites a week.
- At this point we were using **Bootstrap 3** and **PHP** to create these websites and my normal process was to create the home page's design and normally one more page besides to then hand off to the programmer to flesh out from there. After he had fleshed out the other 5 - 15 pages I would take back over making mobile responsive edits, finish the site, and perfect the design.

House of Homebrew

April 2014 – April 2016

Lead Web Designer

- I transitioned this the House of Homebrew website (<https://bit.ly/31tu39P>) from an older CMS to this **Shopify** version (<https://bit.ly/37qOlzd>) and did the design for it. They have since changed the Design but are still using **Shopify**. I also redesigned the Ned Kelly Pub website that they use for in bar beer option viewing, and another web site for a business called Adventure Addicts.
- I took many of the missing photos, edited the style, adjusted products, added new products, and several other **Web Design** related tasks.

Cineviz

March 2012 – Feb 2014

3D Artist

- **3D Modeling** including creating 3D Characters, Texturing, Rigging, and Animating them for this unique Advertisement Agency. I also populated 3D Scenes for these characters, Lighting and Rendering them.
- I also worked on websites for them along with many other **Web Design** and Multimedia related tasks.

Frozen Codebase

Aug 2009 – March 2012

Quality Assurance Tester & Junior Designer

- I started as a Quality Assurance Intern using the Jira Software to report issues on the games that Frozen Codebase was developing.
- While I was there the studio shipped Kick-Ass: The Video Game, BurgerTime World Tour, and Scarygirl. I did **Quality Assurance** each of these titles.
- On Scarygirl I was given a **Game Design** opportunity to adjust placement of gems, enemies, items, triggers, and other game elements. On the first couple levels many of my adjustments shipped.

Emagination Tech Camps

May 2009 – Aug 2009

Camp Counselor

- In this second time at summer camp I taught the kids topics like **Graphic Design, 3D Characters, and Web Design**.
- I was again responsible for all things involved with being a full time summer camp counselor. **Organizing and leading** the children, watching over them, games outside, activities, lunches, and everything else involved with a full time summer camp.

Emagination Tech Camps

May 2008 – Aug 2008

Camp Counselor

- This particular camp taught kids technology and so I would **teach** classes and **speak publicly** about some of the things I'd learned from college and from work. Topics like **Web Design**, Flash Games, and War Craft 3 Custom Maps.
- I was responsible for all things involved with being a full time summer camp counselor. Organizing and **leading** the children, watching over them, games outside, activities, lunches, and everything else involved with a full time summer camp.

Virtualtech Website Design & Promotion, Inc.

Apr 2007 – May 2008

Assistant Web Designer - Part-time Position

- First web studio that I worked for and the first time of two times that I would work for Virtualtech.
- Here I was first introduced **JavaScript** and continued to grow my abilities with **HTML** and **CSS** under the guidance of then Lead Designer Tim Kadlec (<https://timkadlec.com/>).
- My main responsibility was to add to and edit existing web sites to reduce the work load for the other designers and developers.
- At this position I started to use **Photoshop** Actions and Droplets to edit hundreds of gallery photos for our clients.

AB Technologies

Jan 2006 – May 2008

Lead Web Designer - Part-time Position

- First position as a Web Designer. I redesigned the website using **HTML** and **CSS** without a CMS or Shop. It was made from scratch and the computer company along with the website 14 year later no longer exists.

EDUCATION

ITT Technical Institute – Green Bay, WI 2007 – 2011
Bachelor's Degree – Digital Entertainment & Game Design
GPA 3.78

I learned about the Unreal Engine, Game Design, Quality Assurance, 3DS Max, Zbrush, I led the IGDA Green Bay chapter, and took home awards for Best 3d Game at the Midwest Game Fair.

ITT Technical Institute – Green Bay, WI 2005 – 2007
Associate's Degree – Multimedia
GPA 3.67

I learned about Web Design, Graphic Design, Group Dynamics, Computer Repair, Programming in Basic / C++, and much of the Adobe Suite in this degree.

REFERENCES

Christopher J. Lemmer, Web Developer at The John Birch Society who reported directly to Kyle.

“Kyle has great team management skills. He takes responsibility and takes it upon himself to make hard decisions and get the team moving forward. He is great at analyzing business problems and picking the correct solutions, and enable his team to fulfill those requirements. My experience working under Kyle couldn't have been better. I appreciate his ability to lead without micromanaging and his ability to inspire and motivate his team are his best attributes.”

Tammy Day, Social Media Marketing Consultant and Owner at Virtualtech who managed Kyle directly.

“Kyle worked for me at Virtualtech Website Design and Marketing, the business has since been sold to Northern Computer Services. Kyle designed, built and updated websites for a variety of different businesses and industry. He always has a positive and 'can do' attitude. He works to find solutions and gets projects done in a timely matter. If you are looking for a fresh set up eyes for your online marketing, I would suggest you talk with Kyle.”

John Feldhouse, Marketing Art Director worked with Kyle at Cineviz.

“I've known Kyle for roughly a decade and have always been impressed with his work ethic and skill set along with his humor to help lighten the mood when needed. Kyle brings a professionalism and determination of "get it done at all costs" which is refreshing to see. His passion for learning and leadership is something to be admired as well. He blends great with any group and can offer critical thinking tips for any situation. I'm blessed and honored to know Kyle and to have worked with him closely for many years outside of Cineviz. I know Kyle will succeed in any venture he pursues because of his work ethic, personality and go-getter attitude!”

Miles Oberstadt, Interactive Developer at Civiz and Programming Intern at Frozen Codebase Kyle worked with Miles.

“Kyle is an excellent asset to our QA team. He has become an essential part of our team, giving feedback that directly relates to the playability and look and feel of the games we tested. Kyle also takes the extra time and gives the extra effort to find tough bugs that were hard to find. In his free time, Kyle spent time harnessing his skills as an artist to provide feedback on game art. Kyle would make an excellent addition to a QA department or any other department.”

Adam Howell, Emagination Game Design Director who managed Kyle directly in 2009.

“Kyle was an imaginative counselor, he would make up activities to keep the kids engaged. Kyle was very tech-savvy and showed up each day well prepared. He was dependable and very good with the campers.”

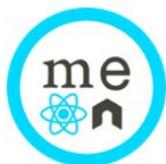
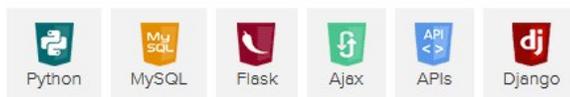
Looking to the Future I'm entered into a Coding Bootcamp called [Coding Dojo](#) starting April 1st (no joke) and finishing up Summer of 2021. I'll be going though the Python and Mern stacks. 78!'.kl



WHAT IS PYTHON?

Python is one of the most in-demand programming languages in the industry. It is favored by companies such as Instagram, YouTube, and Spotify. Python's diversity, adaptability and its elegant, easy-to-master basics set it apart from other programming languages, making it popular for use in web development, machine learning, data science, scientific computation, and cloud infrastructure.

Technologies Covered:



WHAT IS MERN STACK?

MERN is a user-friendly full-stack JavaScript framework ideal for building dynamic websites and applications. It is a free and open-source stack designed to supply developers with a quick and organized method for creating rapid prototypes of MERN-based web applications. One of the main benefits of the MERN stack is that a single language, JavaScript, runs on every level of the application, making it an efficient and modern approach to web development.

Technologies Covered:

