

Lance Snider

Web, Mobile, & Game Developer

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Twenty years of experience as a web, mobile, extension, game, VR, and interactive motion developer, including almost 10 years of experience as Developer Relations & Content Growth manager with Envato.

WORK EXPERIENCE

Freelance Developer

2004 - Present

- Built the [Zyft browser extension](#) from the ground up, including a suite of snapshot testing that ensures the price matching works across over 50k retailers. I also built their upcoming website with NextJS & Rive.
- Built a highly interactive promotional website for a collaboration between the NBA and Right Guard.
- Built the website and purchase flow for [Cheeky Unts](#), an NFT project that raised over \$50k for Australian wildlife charities.
- Worked on dozens of React, React Native, Svelte, and Unity projects for [Objective Inc.](#), a design and dev studio based in Salt Lake City.

Milkshake.app - Developer & Developer Relations

2015 – 2019

- Worked on a small dev team to build and release the Envato [Milkshake iPhone app](#), which enables customers to easily create a website right from their phone.
- Recruited and trained designers and developers to create web templates for the app.

Envato Marketplaces - Content Growth & Developer Relations

2008 – 2013

- Remotely managed a team charged with growing the marketplace communities & content library (6,000 items in 2008 to over 4 million in 2013).
- Built various tools and processes to simplify and improve the process for contributing developers, including the current file upload process.
- Ran the booths at various developer conferences and spoke at several meetups.

Skywest Airlines - eLearning Developer

2004 – 2008

- Designed and developed games and online learning experiences, including 3D simulations, to give employees experience with dangerous and delicate equipment before handling it in person.
- Integrated with a Learning Management System to track employees' progress and stay compliant with the Federal Aviation Administration.

Volunteer & Side Projects

- Ukraine Siren Alerts: As a volunteer I lead the frontend team, designed the new website, and built the bomb shelter locator (finished, but never launched due to changes in the situation).
- [Math Monsters](#): Designed & Built an educational game, which has over 100k downloads on the App Store. Other games include a VR geography puzzle & a racing game using the Box2d physics engine.
- Art & Illustration: I run a successful [art shop](#) and designed the logo for [Mustekala](#), a Metamask product.

SKILLS & OTHER

Dev: TS, JS, C#, NodeJS, React, React Native, NextJS, Gatsby, Svelte, Unity

Animation: Rive, JS, GSAP, canvas, CSS, Procreate

Design: Illustrator, PhotoShop, Procreate, Figma, 3ds Max, Blender