Nathan Lamont

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Profile

Inventive full-stack engineer with a UI/UX focus and a passion for creating friendly, seamless apps and websites.

Experience

Branch Cut, Inc. – Lead Front-end Engineer

2022—2023

Took ownership of front end of large product for start-up. Updated project from Vue 2 to Vue 3. Engineered new features as product doubled in size. Mentored team on UI/UX and front-end development.

Alipes, Inc. – Director of Technology

2015—2021

Managed team of five engineers; architected and led development on a broad range of web and app projects for agency, including:

- businessroundtable.org – multisite web presence of a DC organization representing 300 top US CEOs; created custom CMS which was able to meet client's evolving needs under changes in leadership
- lilly.com – Fortune 150 pharmaceutical's dotcom web presence; coordinated with client's stakeholders and IT to deliver large site on accelerated schedule
- Museum of Science interactive ebook – leveraged web standards to meet business and pedagogical goals of client; in focus group user testing, teachers unanimously preferred ebook to original paper book for classroom use

Alipes, Inc. – Director of UI/UX

2014—2015

Led development on a broad range of web and app projects for agency, including:

- "Control Hub" – streamlined social media governance for client in highly regulated industry with custom approval and metrics tool
- Custom "video wall" for Boston Public Market; enabled vendors to affect wall through social media

Hairpin Communications – Principal

2012—2014

Lead developer on web sites for small agency focused on non-profits

Bigger Planet – Freelance

1992—2012

Coordinated with software publishers to create games and utilities, and with designers to create websites, including:

- APN Map Project – native iOS app with interactive map
- devalpatrick.com – Governor Deval Patrick's site for reelection
- Starbase Defender – macOS arcade game, reviewed in MacWorld magazine: rated 4/5 mice, MacWorld Game Hall of Fame 2004
- Sputnix – macOS client for audiogalaxy.com, about which siliconvalley.com/The Mercury News said "usability-wise, this is better than Napster ever was."
- Ares – action/strategy macOS game; "A great stylish action game" – PC Games Magazine, rated 4.5/5 by macledge.com, "a very fun game" – Inside Mac Games

Education

Oberlin College, Oberlin, Ohio

BA, English

Languages

JavaScript

TypeScript

PHP

Swift

Objective-C

C

Lua

HTML

SASS/CSS

Web Frameworks

Vue

Nuxt

Laravel

Services

Heroku

Netlify

Skills

Communication

Creative Thinking

Leadership

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nathanlamont.com/projects

github.com/beepy