

Ryan Gordon

Senior 3D Web Developer | React, Three.js & WebGL

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Summary

Senior Frontend Developer with 12+ years of experience, specializing in Three.js, WebGL, and building high-performance, interactive web applications. Extensive experience developing e-commerce solutions, 3D product configurators, and visualization systems. Expert in React, TypeScript, and modern frontend architecture, focusing on scalable and immersive web solutions. Adept at optimizing rendering performance, delivering seamless user experiences, and mentoring teams to achieve development excellence.

Experience

Vaniday – Contract Senior Full-Stack Developer

Jan 2024 – Present | Remote

- Developed scalable frontend and backend features using React, Node.js, and PHP, enhancing the platform's core functionalities.
- Implemented new admin panel tools, streamlining operational workflows and improving team efficiency.
- Optimized application performance, reducing page load times by 25%, improving user experience and retention.
- Automated CI/CD pipelines with Docker and GitLab, improving deployment speed and consistency.
- Resolved critical production issues, leading to a 15% increase in system stability.
- Collaborated closely with product owners, contributing to the delivery of high-impact features in line with business goals.
- Built reusable React components, reducing development time for future projects.

Resn – Senior Three.js Developer

Feb 2019 – Dec 2021 | Remote

- Developed interactive 3D dashboards and visualization tools using Three.js and React, delivering engaging user interfaces.
- Optimized WebGL rendering pipelines, improving frame rates across multiple devices and environments.
- Created reusable 3D UI components, accelerating feature delivery and reducing development time for future projects.
- Integrated AI/ML outputs into interactive visual interfaces, enhancing user experience through dynamic data visualization.
- Mentored junior developers, guiding them on Three.js best practices and improving team development standards.
- Collaborated with designers to deliver polished, interactive experiences aligned with client expectations.

NWG Studios – Senior Frontend / Three.js Developer

May 2016 – Dec 2018 | Remote

- Delivered high-performance, browser-based 3D applications using Three.js and WebGL for e-commerce product configurators.
- Designed component-based frontend architectures, improving the scalability and maintainability of projects.
- Optimized rendering pipelines for large scenes, reducing load times and improving performance.
- Developed real-time communication systems using WebRTC, enabling interactive features for product demos.
- Led a distributed team, coordinating tasks to improve project delivery timelines and product quality.

BimbaSoft – Lead 3D Developer

Aug 2013 – Feb 2016 | Melbourne, Australia

- Co-founded a startup focused on 3D visualization and interactive web solutions, developing custom Three.js/WebGL engines.
- Created technical demos and prototypes for clients, showcasing advanced 3D applications for various industries.
- Integrated assets from Blender and Maya into interactive web environments, ensuring compatibility and optimal performance.
- Mentored junior developers and interns, fostering a collaborative and growth-oriented development environment.

NextWebGames Studios – WebGL / Frontend Intern

Jul 2012 – Jun 2013 | Melbourne, Australia

- Developed browser-based interactive experiences using WebGL and JavaScript, laying the foundation for future 3D web applications.
- Built reusable UI and rendering components, optimizing for performance and consistency.
- Collaborated with designers on creating immersive interfaces for gaming experiences.

Education

Bachelor's Degree in Software Engineering

Asia Pacific University of Technology & Innovation | Graduated: Jun 2012

Certifications

- IBM Carbon Design System Developer Essentials – React

Technical Skills

- **Frontend:** React, React Native, TypeScript, JavaScript (ES6+), HTML5, CSS3, Tailwind CSS
- **3D Development:** Three.js, WebGL, Blender, Maya, Unity, GLSL / Shader Programming, 3D Math, 3D Scene Optimization, Model Integration, Animation Systems, VR/AR Foundations
- **Backend:** Node.js, MongoDB, REST APIs, WebSockets
- **Tools:** Figma, Framer, Storybook, Git, GitLab, Docker