

DAVE SNIDER

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PRODUCT / DESIGN / CODE

Profile

Coding designer who loves Vim! Have designed two of Time Magazine's 50 Best Websites of the year (giantbomb.com in 2011, tv.com in 2005). I specialize in reusable components, admin interfaces and responsive interfaces for the web.

Skills

Team leader

Experienced manager. Can define roadmaps and manage sprint cadence for large teams.

Product designer

Specialty in CMS and admin interfaces. Experience with web, mobile and app design.

Front-end engineer

Expert in maintaining css component standards within large Javascript front ends.

Technical

Sass / PostCSS
Node / Django

Git / Terminal
Gulp / Grunt

React / Ember
Sketch / Adobe

Experience

Guidebook

Senior Product Manager

2015-present

Team lead for all web facing portions of Guidebook. Manage the sprint cadence and roadmap for a team of fourteen engineers and designers. Also contribute large portions of design and front end to the client facing CMS codebase.

Webhook

Founder, Product Designer

2014-present

Webhook is an open source, one-page CMS built in Ember, Grunt and Firebase that generates reliable static websites. Successfully raised over \$40,000 in a Kickstarter campaign for the project. Produced all design, template code, documentation and marketing for the entire product.

CBS Interactive, Games Division

Director of Product

2012-2013

Defined product roadmap for CBSi's games division. Lead design and wrote front-end code for a new CMS, wiki system and UI library that powers gamespot.com, giantbomb.com and comicvine.com. These sites are together visited by tens of millions of unique users each month.

Whiskey Media

Founder, VP Product

2007-2012

Acquired in 2012 by CBSi. Handled all product and design work for Whiskey's stable of websites including giantbomb.com, tested.com and comicvine.com. Created a paid subscription model that brought in over \$1M in revenue yearly. Giant Bomb was named one of Time Magazine's Top 50 websites of 2011.

Enemykite, LLC

Founder, Product Designer

2006-2007

Acquired by Whiskey Media in 2008. Launched comicvine.com, the world's largest comic book website, wiki and community. Handled all design and front-end code.

CNET Networks, Entertainment Division

Product Manager

2004-2005

Product Lead on the launches of mp3.com and TV.com for CNET Networks. Managed a small team of engineers and designers and set the product roadmap. TV.com was named one of Time Magazine's 50 Best Websites of 2005.

Guzzlefish

Founder, Product Designer

2002-2004

Acquired by CNET Networks in 2004. Created Guzzlefish, a media organizer that would track your CD, DVD and game purchases and output various stats. Handled all design and front end coding.
