

Georges Duverger

Simplicity engineer

For the past two years I've been a user interface developer at Akoha (an alternate reality game) in Montreal, Canada. As a founding member of that start-up, I learned firsthand how to design a Web application from scratch — we released it at TechCrunch50 and demoed at TED2009. Before that, I worked in two human-computer interaction labs in France and I also did a brief stint in a Web agency.

As an engineer, I make a big deal out of delivering valid and optimized HTML, XHTML, and XML. I follow closely what's happening with HTML 5 and I'm looking forward to mastering that new standard. I'm addicted to front-end tricks (unobtrusive JavaScript, image replacement, CSS sprites, etc.) that reduce load times and respect semantics. I've been using jQuery for a while and I recently released several plugins on GitHub.

My interest in graphic design, grid-based layout, and typography pushed me early on to play with CSS and XSLT — I'm using Blueprint, YUI CSS, plus my own tiny CSS framework. I'm a strong advocate of simplicity, both in the making and in the final product. In my spare time — when I'm not cooking or catching a movie — I'm working on a small project called CINETI.CA which goal is to broadcast movie showtimes of local theaters in a minimalist and usable manner.

Beyond producing 1s and 0s, I see as my responsibility to introduce the right amount of Web technologies into people's lives. This insight leads me to appreciate and value good design — along with other professionals in Montreal, I'm currently trying to establish an active UX community called UXMTL.

Right now, I'm looking for a place where I can lead the development of innovative projects and push my design skills to the next level. If you are looking for a fresh pair of eyes and a nimble pair of hands, I'd be eager to hear from you.

Best regards,
Georges

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