

Jacob Gube

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web designer

# Who is he?

Web Developer/Designer  
Blogger

Founded the website Six Revisions  
and Design Instruct

Author of MooTools Series

Web Work: PHP, JavaScript,(MooTools/jQuery),  
HTML/CSS, and many others

# Background

Began as a Graphic Designer

8+ years of Professional Work

Learned HTML at a relatively young age (13-14)  
Involved with web design 15+ years.

Rockwell or Vectora

Modest Mouse, Young Jeezy, Ben Harper

He scuba dives every chance he gets.

# Six Revisions

Publishes practical and useful articles for designers and web developers. Seek to present exceptional, noteworthy tips, tutorials, and resources that the modern web professional will appreciate.

Launched in February 2008 by professional web developer/designer Jacob Gube (who now functions as the Chief Editor of the site).

Articles are written by talented professionals from around the globe, and a high emphasis on quality, comprehensiveness, and usefulness goes into each of the articles published.

# Six Revisions

Founder and Chief Editor

5+ years

One of the most popular and fastest growing  
web design blogs on the internet

Useful Information for Web Designers

Articles

Freebies

Tutorials

// I'm fully aware that Six Revisions has a plain design with not a lot of fancy-shmancy slick JavaScript effects (even though I'm writing books about JS): I put content, performance, and usability at the forefront of everything I do, including Six Revisions. I would much rather have people come to the site because of the content, not because it looks pretty. "

// I'm not big into planning, I like to build things out of necessity and I like letting things grow organically – this type of mindset prevents me from sweating the small stuff and also fosters creativity and flexibility. There is nothing better than building something because there's a need for it."

“ I think that if you publish good content, your website will continue to grow. That is the only recipe that works.”

“ A website’s success still hinges on just one thing: how users perceive it.”