

ALMA SANCHEZ

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Full-stack developer specializing in delivering design-conscious applications using the latest front-end technologies. I enjoy the challenge of learning new frameworks on a tight deadline as demonstrated by my frequent participation in hackathons and my contract work.

TECHNICAL SKILLS

Web

- JavaScript
- PHP
- Yeoman
- HTML5
- Bower
- Photoshop
- CSS
- JQuery
- UI & UX Design
- AngularJS
- NodeJS

Programming

- Python
- Processing
- Git/GitHub
- OOP
- P5
- Linux/Terminal
- Java
- SQL
- Assembly (TASM)
- C++
- RegEx

Learning

- Aurelia
- Angular2
- SASS
- Bootstrap

EXPERIENCE

Front-End Developer | AngularJS, P5, HTML, CSS, Gulp, Yeoman, Bower

May 2016 - September 2016

Independent Contractor

Remote

- Designed and developed an educational game for the Educational Testing Services - the world's largest private nonprofit educational testing and assessment organization
- Maintained communication with the client in order to meet requirements and deadlines
- Delivered DRY code that follows current best practices

Front-End Developer | HTML, CSS, JavaScript

February 2016 - April 2016

NASA, Goddard Space Flight Center

Remote

- Refactored legacy code for Goddard's Scientific and Engineering Student Internship Program to follow current best practices
- Restructured directory to improve maintainability and ease of use
- Improved web design and updated content using HTML, CSS and JavaScript

Teacher's Assistant | Unity Game Engine, C#, Blackboard

January 2016 - May 2016

American University - Game Development Course

Washington, DC

- Taught students how to develop and design games in the Unity game engine using C#

Secretary/Outreach | Gmail, Facebook

August 2015 - May 2016

American University Chapter of ACM

Washington, DC

- Increased event attendance by 50% through social media outreach
- Piqued interest in the computer science department by hosting Tech industry members to share their work experience as well as learning opportunities

PROJECTS

[Fictional Bob's Burgers Website](#)

- Created wireframes and style tiles using Photoshop after integrating feedback from mood boards and thumbnail designs
- Developed fictional website for the show Bob's Burgers using HTML5, CSS, and JavaScript

[American University/Smithsonian Art Gallery Interactive Narrative Project](#)

- Refactored previously implemented dynamic narrative application from using Python and CSV files to Aurelia and JSON files
- Presented progress updates to teammates at scrum meetings working in an agile environment

[Fifteen Puzzle Game](#)

- Collaborated with a classmate to create a sliding puzzle using current best practices for JavaScript and HTML

EDUCATION

American University, College of Arts & Sciences

August 2012 - May 2016

B.S. in Computer Science

Washington, DC

Upsilon Pi Epsilon, Computer Science Honors Society

EXTRACURRICULAR

Global Game Jam | American University

February 2013 – Awarded Best Animal Game

Women Who Code

Member | September 2016 – Current

Global Game Jam | American University

February 2016

International Collegiate Programming Contest

Contestant | November 2013, 2014, 2015