Amirah Chamble
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EDUCATION
University of Maryland College Park
B.S. Studio Art Digital Media, Cumulative GPA: 3.0
Graduation date: May 2017

TECHNICAL SKILLS
- **Programming Languages:** Ruby (Rails), JavaScript (Vue, Angular, Jquery), HTML5, CSS, C++, C#, Python, PHP*, Swift, Java*
- **Dev & Design Tools:** *Processing, Unity Engine, Unreal Engine, Photoshop, Premiere, Audition, InDesign, Illustrator, Sketch, Visual Studio Code*
- **Web Development Frameworks:** *WordPress, VueJS, AngularJS, React, Ruby on Rails*
- **Spoken Languages:** *English(fluency), Japanese(limited working proficiency)*

PROFESSIONAL EXPERIENCE

Bloomberg BNA, Crystal City, VA   **July 2018 - Present**
UX Designer & Design System Engineer
- Responsible for building and assisting in the design of Bloomberg BNA's Design System, Fish Tank. The design system is built using Vue.js, and my role included the constructions of components, design and developer documentation, and maintenance of the Fish Tank Guide website (fishtank.bna.com).

Bloomberg BNA, Crystal City, VA   **June 2017 - July 2018**
UX Designer & Q.A. Automation Tester
- Responsible for the redesign of legacy in-house products and usability testing in order improve internal-user workflows.
- Responsible for writing automation tests with Selenium to help catch and report bugs in internal and external applications.

MPLEX VR, College Park, MD   **November 2016 - May 2017**
CONCEPT, CHARACTER AND ENVIRONMENT ARTIST/DEVELOPER
- In Makers Division, worked on concept art for game assets, level environments and the development of 3D models for gameplay and animation.
- Fabricated texture library for game play; including normal, specular, depth, and bump maps.
- Wrote C++ scripts for aesthetic gameplay events, including skymap shooting stars and sparking electronics.
- Aided in redesign of Game User Interface Screens and conducted usability testing with beta users.

Bloomberg BNA, Crystal City, VA   **May 2016 To August 2016**
SOFTWARE DEVELOPMENT INTERN
- In the Product Research and Development Department, updated old internal sites and editorial software and transferred them to the Ruby on Rails framework. Redesigned those tools to be more modern, user friendly and easily accessible to company editorial users.
- Assisted in the creation of several Ruby on Rails Gems (plugin extensions) for interactive customizable alert systems, calendar systems and uniform styles across all editorial in-house products.
- Wrote Weekly progress reports for the Development team interned under and participated in company volunteering events.

Bloomberg BNA, Crystal City, VA   **June 2015 To August 2015**
SOFTWARE DEVELOPMENT INTERN
- In the Product Research and Development Department, assisting in the development and reiteration of new and existing applications for current and upcoming web based products using Ruby on Rails and AngularJS.
- Built a WordPress Blog with six different customizable themes to reflect the air of Bloomberg BNA to be used as a communication platform by the Executive Vice-President and the Product Research and Development Department.
- Documented progress and wrote all reports and update notifications for the Development team I interned under

Passions

I'm incredibly passionate about two things, making awesomeness through code and designing awesome experiences. When I'm not building or either learning how to create new things, I keep myself busy with my favorite hobbies, taking classes to learn the Japanese language and writing short stories.

LEADERSHIP / AWARDS

Speaker at the State Department on the panel for the screening of *Code: Debugging the Gender Gap,* Summer 2015

Guest on #CodeHow, CodeNow's YouTube video series lecturing on Ruby and Ruby on Rails practices, Spring 2016