Chase Sterling Allbee

Hi there, my name is Chase Allbee. I'm a frontend developer who is currently working in Seattle. My personal passion and expertise lies in building beautiful websites with a human-first ideology.





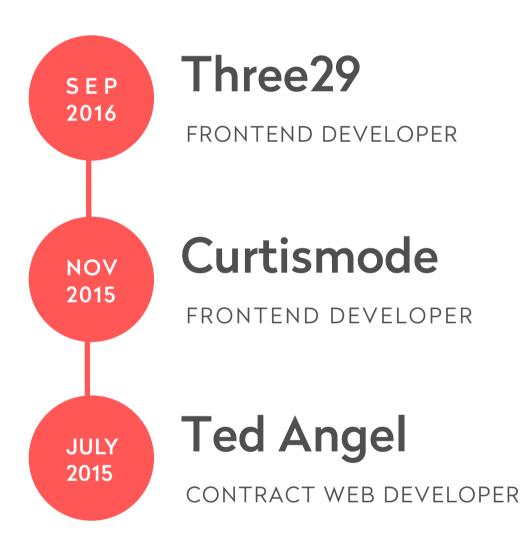
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chaseallbee.co

I have a proven track record of being able to execute complex frontend builds for clients of any size. I operate with ownership over my work, a drive to get the best solutions, and insist on holding myself to the highest possible standard.

Experience



Technical Skills

Tooling - Workflow

Git, Gulp, Npm, Webpack, Sublime Text, Bitbucket, Sketch, Illustrator, Photoshop ,Invision.

Development Technologies

HTML, CSS / SASS, Javascript, Vue.js, Wordpress, React, Bootstrap, Materialize.

Dev - Design Experiences

Responsive Design, Mobile UI Development, Javascript Game Development, Wordpress ACF

Notable Projects

Facebook Community Boost

Lead frontend developer on a Wordpress VIP site for Facebook Community Boost. Had an aggressive deadline and an ambitious design. Went through code review from Wordpress VIP to ensure highest standard of code. Shipped on time and under budget.

Sunrworks Solar

Built the frontend for a single page application for internal use by Sunworks Solar. Used Vue.js to build out reusable and modular components. Took complex actions on the backend and integrated them into easy to use tables and forms for admin use. Solved problems for client through high level build execution.

Mitsubishi

Spearheaded the build on a Wordpress theme for Mitsubishi Chemical Carbon Fiber and Composites. My role was to ensure that the build was consistent with the design and also allow the client to customize a significant amount of the site even after the build was handed off. This meant using Advanced Custom Fields to allow the user to input data without affecting the design.

Education

UC Santa Cruz

B.S. Computer Science - The program at UCSC emphasized not only core computer science but also UX / UI methodologies and experience programming with computer game design