

Cody Beale

Sacramento, CA

📞 (916) 206-1985

✉️ codybealeux@gmail.com

🌐 uxfol.io/codybealeux

Summary

Creative and driven software engineering student with a foundation in UX/UI, frontend development, and visual storytelling.

I enjoy blending design, functionality, and empathy to improve user experiences.

My goal is to build human-centered web and mobile interfaces—especially in gaming and media.

Technical Skills

- **Languages & Frameworks:** HTML, CSS, JavaScript, Bootstrap, jQuery
 - **Design Tools:** Figma, Adobe XD, Photoshop
 - **Methods:** Wireframing, Storyboarding, Prototyping
 - **Best Practices:** Accessibility, Mobile-first Design
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Experience

UX/UI Designer (Freelance)

2021–2024

- Worked with startups including Mosaic Biodata and Esteemed

- Created style guides, component libraries, and user flows

Property Manager – West Park Apartments

2019–2021

- Oversaw renovations, design upgrades, and tenant communication
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Education

- B.S. in Software Engineering (In Progress)
 - UX/UI Certificate – UC Berkeley Extension
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Sample Projects

Project	Type	Tools Used	Status
Ourdate	Web App	Figma, HTML, JS	Complete
Metaclas s	Branding	Photoshop, Illustrator	In Progress
Mosaic	UX Case Study	Figma, Interviews	Complete

Highlights

- **Full-Stack Project Experience:** Built responsive web applications using HTML, CSS, JavaScript, and modern frameworks. Familiar with front-end and back-end integration.
- **Tools & Technologies:** Hands-on experience with Git, Visual Studio Code, Node.js, React, MongoDB, and RESTful APIs through project-based learning and internships.
- **UX/UI Design Background:** Applied design thinking to create intuitive user interfaces, combining aesthetics with usability. Prototyped with Figma and Adobe XD.