

LWRGitHub.GitHub.io

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Logan Reynolds

Full-stack software engineer, UX/UI designer, game developer, & data Scientist. I always go above and beyond to ensure the job is done right the first time. Having been in these fields for some time now & done any projects in teams & alone I have the necessary experience to accomplish the job.

Key Skills:

- **Expert:** JavaScript, HTML, CSS, Bootstrap, Command Line & Terminal, Google Fonts, DOM, Git, GitHub, Adobe Photoshop, Sketch, Adobe Dreamweaver, Adobe Muse, NPM, Google AdSense, JSON, Local Storage, Wix, Go Daddy, WordPress, CI/CD, Wire Frames, jQuery, (PNG, JPG, JP2, TIFF, SVG, GIF, BMP, PDF & PSD images), & Trello.
- **Proficient:** Node.js, P5.JS, Pug, AWS, Cloud 9, BitBucket, Heroku, Adobe Creative Cloud Suite, Google Analytics, Google Maps, Jade, Web Accessibility, Website Optimization, & SQL.
- **Novice:** MediaElement.js, Popper.js, Express.js, Mongoose.js, Passport.js, Vimeo JS Player SDK, Python, Ruby, Ruby on Rails, Sinatra, Erb files, Active Record, C#, Unity, Cloudflare, Popper.js, React.js, React Bootstrap, React Router, WebVTT, MongoDB, Phaser, GTW, AJAX, Fetch API, REST API, AI, Twilio, Browserify, SEO, & SASS.

AREAS OF EXPERTISE

Full Stack Web/Mobile/Application Development - Ability to create software applications that run on a mobile device, & mobile application utilizes a network connection to work with remote computing resources. Expert in building, creating, & maintaining websites. Including aspects such as web design, web publishing, web programming, & database management. Proficient in the process of creating a computer program or a set of programs to perform the different tasks that a business requires. (e.g., gathering requirements, designing prototypes, testing, implementation, & integration.)

Software Engineering - Adept in applying mathematical analysis & the principles of computer science in order to design & develop computer software. knowledge of engineering principles & programming languages to build software products, develop computer games, and run network control systems. Efficient in the process of analyzing user requirements & then designing, building, and testing software applications which will satisfy those requirements. Skillful at building economical software which is reliable & works efficiently on the real machines.

User Experience/User Interface Design - 10+ years expertise in creative tools that include Adobe suite (e.g., Photoshop, Dreamweaver), Sketch & more. Know-how to design each screen or page with which a user interacts & ensuring that the UI visually communicates the path that a UX designer has laid out. Awareness of how to create products that provide meaningful & relevant experiences to users. This involves the design of the entire process of acquiring and integrating the product, including aspects of branding, design, usability & function. Skilled in the process of making interfaces in software or computerized devices with a focus on looks or style. Recognition on how to create designs users will find easy to use and pleasurable.

Game Design/Development - Skilled in taking video game design ideas, drawings & rules, & turning them into a playable game with visuals & sound through writing code. Ability to work as part of a team or alone to create video games. Power to come up with the games' concepts, characters, setting, story, and game play. Know-how to work with artists & programmers to create the scripting language & artistic vision for a game.

Data Science - Ability to juggle multiple problems & projects using domain expertise, programming skills, & knowledge of mathematics & statistics to extract meaningful insights from data, both structured & unstructured. Know-how to work closely with business stakeholders to understand their goals & determine how data can be used to achieve those goals. Skill to design data modeling processes, create algorithms and predictive models to extract the data the business needs, then help analyze the data and share insights with peers.

EMPLOYMENT HISTORY

2020 - present Intern, Web/Mobile Dev - Software Engr - UX/UI - Data Sci - WP - stageIV.org e-commerce	SF, CA
2020 - present Intern, Web/Mobile Dev - Software Engr - UX/UI - Data Sci - Dance4Healing.com	SF, CA
2019 - present Web/Mobile/App Dev - Software Engr - UX/UI - Game Des/Dev - Data Sci - Freelance	SF, CA
2018 - present UX/UI - Amazon KDP Publisher E-commerce	SF, CA

EDUCATION

Bachelor's Degree in Applied Computer Science - in Progress	Make School "Dominican University," SF, CA
UI/UX Design	Diablo Valley College, Pleasant Hill, CA
Coding Bootcamp	Meda Mission Techies, SF, CA
Coding Bootcamp	Code Tenderloin, SF, CA
Coding Bootcamp	Code The Dream, Durham, NC
Software Engineering - Game Des/Dev	Noisebridge, SF, CA
Computer Science Studies	Linda, Treehouse, Code Cademy, Khan Academy, Udacity, & More, Online