

# 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, & Trello.
- **Proficient:** Node.js, P5\*JS, Pug, AWS, Cloud 9, BitBucket, Heroku, Adobe Creative Cloud Suite, Google Analytics, Google Maps, Jade, & SQL.
- **Novice:** MediaElement.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, WebVTT, MongoDB, Phaser, GTW, GIF & SVG images, AJAX, Fetch API, REST API, AI, Twilio, Browserify, SEO, & SASS.

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### AREAS OF EXPERTISE

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**Software Engineer** - Full-stack experience in projects that use continuous integration & continuous deployment. Knowledge of many frameworks languages, databases & different technologies. Ability to complete projects quickly & multitask. Having had many jobs in the field of software engineering and gone to many schools, I am an experienced candidate.

**UX/UI Design** - 10+ years expertise in creative tools that include Adobe suite ( e.g., Photoshop, Dreamweaver ), Sketch & more. Having studied UX design at DVC & many other schools, as well as having many jobs in the field, I have a high skill level in the area.

**Game Development** - Experience using game engines as well as vanilla game DEV. You will find that my UX/UI design skills are very handy when it comes to the look of the game. Having been a part of many game hackathons, taken classes in the field & attended many meetups, I am a well-rounded game developer.

**Data Science** - Ability to juggle multiple problems and projects using domain expertise, programming skills, and knowledge of mathematics and statistics to extract meaningful insights from data. On the job knowledge & education in this field is strong. Having used many languages to complete projects in this area my software engineering skills have served me well.

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### EMPLOYMENT HISTORY

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2020 - present <b>Intern, Software Engineer - UX/UI Design - Wordpress</b> - stageIV.org e-commerce	SF, CA
2020 - present <b>Intern, Software Engineer - UX/UI Design- Data Science</b> - Dance4Healing.com	SF, CA
2019 - present <b>Software Engineer - UX/UI Design - Game DEV - Data Science</b> - Freelance	SF, CA
2018 - present <b>UX/UI Design</b> - Amazon KDP Publisher e-commerce	SF, CA

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### EDUCATION

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**Bachelor's Degree in Applied Computer Science**

**Web/Mobile DEV**

**Software Engineering**

**Game DEV**

**Coding Bootcamp**

**Computer Science Studies**

**UI/UX Design**

**Make School "Dominican University," SF, CA**

**Meda Mission Techies, SF, CA**

**Code Tenderloin, SF, CA**

**Noisebridge, SF, CA**

**Code The Dream, Durham, NC**

**Linda, Treehouse, Code Cademy, Khan Academy, Udacity, Online**

**Diablo Valley College, Pleasant Hill, CA**