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.

AREAS OF EXPERTISE

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.

EMPLOYMENT HISTORY

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

EDUCATION

Bachelor's Degree in Applied Computer Science	**Make School "Dominican University,"** SF, CA
Web/Mobile DEV	**Meda Mission Techies,** SF, CA
Software Engineering	**Code Tenderloin,** SF, CA
Game DEV	**Noisebridge,** SF, CA
Coding Bootcamp	**Code The Dream,** Durham, NC
Computer Science Studies	**Linda, Treehouse, Code Cademy, Khan Academy, Udacity,** Online
UI/UX Design	**Diablo Valley College,** PleasantHill, CA