Front-End Web Engineer - Test Task

Project: Epic Games

Before you begin, please look it over and let me know when you will be able to get it back to me. There is no rush; part of the exercise is to see your ability to set and keep deadlines.

For this exercise, please take the PSD below and convert it to a working web page. The end result should be html, js, css, and image files and be delivered in a github repo. There should be no backend.

PSD: https://drive.google.com/open?id=0B7ZZnNjGU0LGdG80ZVF6VmNSV00
Fonts: Helvetica and Merriweather (http://www.google.com/fonts/specimen/Merriweather)

Functionality:
- "Add an item" area functionality:
  - Adding an item to a column
    - The user enters an item in the text box
    - The user selects a column from the dropdown
    - The user clicks items "Add Item" and the item is added to the correct column
  - Deleting an item
    - The user clicks the "x" by an item and it is removed from the column
  - Searching
    - As the user enters text in the search box, both columns are filtered to display only items matching the text entered thus far
- The page should be responsive
  - There is no mockup for responsive, use your intuition here

Requirements:
- To submit your answer, please send us a link to a github repo
- Please use React.js for JavaScript functionality
- Please do not use any third party ui component
- Use webpack to create the project instead create-react-scripts
- Use scss/sass for css

Optional (not required but very much appreciated):
- Use local storage to persist the entered items in the browser
- Use any css-in-js lib(styled component, emotion) instead scss/sass
- Use redux for state management
- Use typescript
- Write unit test for the component
- Be creative and come up with extra features to earn more points; if you do so please let us know what exactly you added there