JULIA GRAVES

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PROFILE

I am a hybridized, multidisciplinary designer. I specialize in UX/ UI design with a heavy emphasis on Interaction Design (IXD). A creative at heart, I strive to produce quality user experiences with graceful and intuitive features.

As a conscientious and highly motivated person, ten years in the hospitality industry and a B.A. in Literature from Washington State University has provided me with strong interpersonal assets. Project management, public speaking, marketing and project coordinating supported by strong leadership qualities, outstanding organizational and communication skills. I emphasize on achieving goals ahead of deadlines being a strong, collaborative asset and providing a creative direction for new concepts and prototypes.

EDUCATION

Full Stack Development Coding Bootcamp
08/2019 – present

University of Washington, Seattle, United States

Curriculum: HTML5, CSS3, JavaScript, jQuery, Bootstrap, Express.js, React.js, Node.js, Database Theory, MongoDB, MySQL, Command Line, Git.

B.A. English Literature
08/2007 – 08/2011

Washington State University, Seattle, United States

Extensive elective coursework in Shakespearean and modern American Literature. Critical thinking intensive and technical-writing forward.

PROJECTS

Voonderbar
10/2019

University of Washington
https://voonderbar.herokuapp.com/

"Project Voonderbar" achieved "Best in Show" and "Best Presentation" for most unique, best design, functionality and utilizing unique, untaught technologies. This is a service and delivery app. The project is polished and clean with a heavy emphasis and care towards design. Voonderbar is a project that my group and I have chosen to continue working on past our graduation date.

Sea Cruiser
11/2019

University of Washington
https://boiling-forest-49975.herokuapp.com/

Sea Cruiser is a chat app to bring together fellow cruisers on their specified vessel and sailing dates.
As a winner of "Best Presentation" the goal of the app is to allow users to meet potential cruisers either before their cruise sets sail or while cruising the high seas on-board the ship.
Currently, an app for this market does not exist.

Game Chomp
09/2019

University of Washington
https://maxdavin.github.io/Project-One/

"Project GameChomp" produced "Best Presentation". GameChomp was the first project created in the course and it served as a video-game news, multimedia site.

SKILLS

Front-End Web Development

HTML/ CSS
Javascript
jQuery
React

Back-End Development

Node.js
MySql

Design

Adobe xD
Adobe Photoshop
Procreate
Adobe Illustrator
Adobe InDesign
Corel Painter
Unity

EXPERIENCE

Server Lead
05/2018 – present

Fire and Vine Hospitality, Seattle

Server Lead
08/2014 – 05/2018

OpperMelang Restaurants, Seattle

PUBLICATIONS

Julia Graves Worked in Hospitality for 10 Years—Here's How She's Pivoting to UX/UI Design
11/2019

Trilogy Education
https://www.trilogyed.com/blog/julia-graves-worked-in-hospitality-for-10-years-heres-how-shes-pivoting-to-ux-ui-design/

I was asked to be featured in 'Timely: Trilogy Student Feature' which came as a complete surprise. I was one of two students in all active cohorts to be interviewed.

REFERENCES

Denis Maloy
UW Bootcamp, denis.molloy@gmail.com, 206-516-9335

Primary Teaching Assistant.

K.V. Thostesen
Fire and Vine, kv@millersguild.com

AGM at Millers Guild.

Kristina Schulte
Cactus Restaurants, K.schulte@cactusrestaurants.com, 206-355-2172