

PROFILE

A hybridized, multidisciplinary designer specializing in UX Engineering with an aptitude for combining art and technical skills to design fully realized and beautiful web pages. A creative at heart and a drive to produce a quality user experience by capitalizing on a strong foundation of HTML, CSS, JavaScript and jQuery. An avid learner, always striving to explore new technologies and continuously looking to expand new horizons through education. Ten years in hospitality has cultivated strong skills in project management, public speaking, marketing and project coordinating resulting in exceeding multiple sales goals ahead of schedule while earning and maintaining the trust and expectations of a new client base. Earned a bachelor's degree in English Literature from Washington State University and have recently completed a full-stack application bootcamp from the University of Washington. During the time in the bootcamp, the three large scale app and web development projects earned "Best Presentation" and "Best in Show" consistently throughout the program. School and the hospitality industry have supplied integral skills to provide a quality user experience for all users and the needs of the users.

EDUCATION

UX & VISUAL INTERFACE DESIGN 01/2020 – present
University of Washington, Seattle

A three-course certificate program, to discover how to use the latest design techniques, tools and technologies to create rich interactive experiences. Learning how to apply a four-stage, iterative process of user-centered design thinking — defining user need, ideating on solutions, creating testable prototypes, and implementing the chosen solution. Exploring content strategies, research methods and usability studies, as well as how information architecture and visualization influence web and device screen design.

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.

PROJECTS

Sea Cruiser 11/2019
University of Washington
<https://boiling-forest-49975.herokuapp.com/>

Winner of "Best Presentation" this app is designed as a social media app for cruisers.

Game Chomp 09/2019
University of Washington
<https://maxdavin.github.io/Project-One/>

"Project GameChomp" produced "Best Presentation". GameChomp functions as a gaming news and media 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

Front-End Developer 08/2019 – present
Freelance, Seattle

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.trilogied.com/blog/julia-graves-worked-in-hospitality-for-10-years-heres-how-shes-pivoting-to-ux-ui-design/>

Featured in "Timely: Trilogy Student Feature" which showcases the successes of promising students