



annie ho
web developer + designer

someportfolio
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experience

Web Developer

Gumstix | January 2017 - present

Technologies: HTML, CSS (LESS), JavaScript (ES6, JQuery, React), PHP (Symfony), WordPress

Designed, coded, and shipped customer-facing features for Gumstix's circuit board design application, Geppetto. Wrote unit tests to promote code stability and performed QA. Created marketing collateral: print and digital graphics, video, website landing pages.

Highlights:

- Increased Geppetto user engagement by identifying and implementing usability improvements. Halved initial application load time, which nearly doubled user interaction rates. Streamlined the components library to require less manual navigation and reduce unnecessary screen real estate.
- Created the Board Builder, a tool that can automate most of the Geppetto user workflow by placing and connecting chosen components. Since launch, the Builder has generated over 4,000 designs and increased signups by approximately 20%.
- Reworked a proprietary Angular app to reduce manual tasks and possibility of user error by company engineers. Identified and coded improvements such as: visual indication of possible issues, options to automate data entry, and server-side pagination for load time performance.

Mobile Interface Designer

Vansky | Freelance | 2016

Technologies: Adobe Photoshop, Axure

Designed interface workflow for a mobile app in which users collect points for promotions. Iterated by wireframing, then produced a final prototype with full graphics and interactions in Axure.

skills

HTML + CSS / LESS

JavaScript (ES6)

React, Backbone, TypeScript, JQuery

Python 3

PHP

Adobe Creative Suite

UX / UI Design

Digital marketing

Have experience with:

Java C# XML .NET/WPF

education

Simon Fraser University

Interactive Arts and Technology (B.A.)

2012 - 2017

personal projects

Chat bots using the Discord Python API and DynamoDB for back-end data storage:

Rollbot: Suite of luck-based games—slot machine, multiplayer Blackjack, Final Fantasy XIV Cactpot clone and more; tracks player earnings and losses

Monbot: Pokemon-style game with turn-based combat, item collection, and player-versus-player mode