

JUSTIN DAVENPORT

Portfolio | LinkedIn | GitHub | Email

EDUCATION

University of North Carolina at Charlotte

Bachelor of Arts in Computer Science, Human-Computer Interaction, *Cum Laude*

December 2023

Charlotte, NC

EXPERIENCE

Web Developer

Freelance

January 2024 – Present

Charlotte, NC

- Collaborated closely with clients of varying industries, understanding their unique needs to deliver tailored web solutions and enhance client satisfaction and loyalty
- Implemented efficient coding practices, optimized website performance, and enhanced user experience
- Managed full-cycle development processes, ensuring timely delivery and high-quality outcomes

Graphic Designer

Ocular Vibrations

August 2022 – November 2023

Charlotte, NC

- Developed unique and trendsetting graphic designs for apparel, ensuring alignment with the brand's identity and market trends
- Produced detailed technical specifications and mockups for screen printing and embroidery processes
- Created digital assets for marketing campaigns, including social media graphics, email newsletters, and website banners

Store Associate

Lidl Stiftung & Co. KG

December 2020 – May 2022

Charlotte, NC

- Engaged effectively with customers from diverse backgrounds, providing personalized service to enhance satisfaction and loyalty
- Oversaw end-to-end store shipments and inventory processes
- Efficiently managed cash transactions, ensured accuracy, and reduced discrepancies, while delivering exceptional customer service

CERTIFICATIONS

Meta

HTML and CSS in depth, Introduction to Front-End Development, Version Control

TECHNICAL SKILLS

Languages & Frameworks

Next.js, React.js, Redux.js, TypeScript, JavaScript, Java, HTML, CSS, Three.js, GSAP, Framer, C#, SQL

Software & Tools

Visual Studio, Visual Studio Code, GitHub, Vercel, Google Cloud Platform, AWS, MongoDB, Postman, MySQL, Figma, Balsamiq, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Adobe After Effects, Microsoft Word, Microsoft PowerPoint, Microsoft Excel, Google Workspace, Blender, Unity, Unreal Engine