

Joshua McKendall

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Portfolio: <https://joshuamckendall.github.io>

Github: <https://github.com/JoshuaMcKendall>

Skills

Experienced in various scripting/programming languages. Proficient in HTML, CSS, Javascript, PHP, SQL, and Ruby. Experienced with multiple libraries including, but not limited to: jQuery, Angular, Bootstrap, Backbone, Rails. I'm also skilled in graphic design, from making logos to designing websites.

Skilled with the Adobe creative suite. Primarily Photoshop, Illustrator, and InDesign.

Experience

Freelance / Full Stack Web Developer

September 2016 - August 2017

Building server-side software applications using the Ruby programming language, and the Rails framework. Using various Javascript libraries on the front-end such as jQuery, Backbone, and Handlebars.

Gameloft New Orleans / Concept Artist Intern

September 2013 - January 2014

Created the look and feel of a character or an asset for a game. Worked with other concept artists and 3d modelers to develop a unique visual aesthetic that was entertaining and tied in thematically with the rest of the game(s).

Education

Tulane University / Bachelor of Science

Major: Applied Computing & Information Systems

Minor: Graphic Design

January 2011 - April 2016, 6823 St. Charles Avenue, New Orleans, LA 70118

Relevant Courses:

- Digital Imaging
- Graphic Design
- Website Development
- Database Fundamentals
- Relational Database Design & Development