

Kayla Kranzfelder

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TECHNICAL SKILLS

Front End | JavaScript (ES5 and ES6), React.js, HTML5, CSS3, Sass, Styled-Components, Three.js, Bootstrap, TailwindCSS, Next.js, Typescript

Back End | Java, Node.js, Express, MongoDB, MySQL, RESTful API Development

Testing/Deployment | Jest, Mocha, Chai, Jasmine, AWS: EC2

Developer Tools | Vim, Git, npm, Webpack, Babel, Scrum, Agile, VS Code

SOFTWARE ENGINEERING APPLICATIONS

UI Designer/Frontend Engineer | TipOff | Private Repo

2022

Financial assistant application still in development.

- Created palette that was selected for overall branding of product.
- Collaborated with other designers on Fig Jam to create wireframing and give feedback on work produced.
- Took ownership of front end tickets to build user sign up page, utilizing sanitization techniques.

Software Engineer | Products Service | github.com/Products-Database

2022

A redesigned backend API and database for product view of an online retailer.

- Rebuilt the backend of an online retail application to leverage microservices to handle up to **10 times** the user traffic.
- Utilized indexing and effective queries to improve transaction efficiency. Complex transactions went from **4s duration to 20ms**.
- Implemented NGINX load balancing for multiple AWS EC2 instances that lowered the error rate to **below 2%**.

Software Engineer | Games Collective | github.com/Jelly-Donut-Fish/GamesCollective

2022

A personal and cross-platform catalog of videogames with socialization

- **Acted as UI owner for an 8-person team.** Designed wireframe and mock-up for entire project using Figma and enforced styling rules.
- **Designed the architecture of page flow** through diagraming and worked with the team to provide users an intuitive experience through the use of Excalidraw for the initial sketch and Figma for the final design.
- Implemented forum-style discussion widget focused on a selected game from the games catalog to improve user interactivity and retention using React and SaSS for front and Postgres for data persistence.

PROFESSIONAL EXPERIENCE

Software Engineer/Tech Artist | X9 Studios

2022

- Familiarized self with established code base to then begin code contributions.
- Implemented code that added a run feature for character models. In process, exposed and fixed a bug within the player character class.
- Built multistoried custom level through front end code base using 3JS.

Frontend Engineer/ UI/UX Designer | FNG Enterprises

2022

- Designed wire frame within Figma for sign up page flow
- Swatched and presented color palettes for overall application. One of the designed palettes was used in production.
- Researched

Talent Captain | Burlington

2021

- Utilized Workday systems, reviewed resumes, interviewed potential employees, and updated records regularly.
- Conducted all hiring aspects of employee onboarding, including hosting and scheduling orientations, cross-checking and inputting required employment documentation, and outreach in the event of system errors.
- Created a calendar system for inputting scheduled interviews and informing management of interviews

EDUCATION

Hack Reactor | Advanced Software Engineering Immersive Certificate

2022

University Name | Bachelor of Arts in Digital Media Game Design

2016

- Fundamentals of 2D Design, Fundamentals of Interactive Design, Fundamentals of Java and C++