Kayla Kranzfelder

Orlando, FL (Open to Remote) | (321) 704-6510 | Kayla.Kranzfelder@gmail.com
linkedin.com/in/kaylakranzfelder | github.com/kkranzfelder

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.
- Built multistoried Custom Level through front end code base.

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

Customer Service Lead | Burlington   2021
- Coached team members on transaction efficiency, conflict resolution, and POS system to effectively use search parameters and adhere to security precautions.
- Acted as mediator in the conflict resolution between both team members and guests.
- Maintained logs of interactions with team members and timekeeping, improving scheduling efficiency and coverage in customer-facing areas.

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++