

KATRINA CLOYD

About

Full stack software engineer with a soft spot for the front end. I love problem solving and collaborating to find unique solutions from fresh perspectives.

With seven years of experience as a graphic designer, I have a passion to make things look great and work well.

Skills

Javascript	React
HTML5	Node
CSS3	Next.js
Socket.io	Jest
Express	QUnit
Supertest	Supertest
Axios	
SQL	Smartsheet
PostgreSQL	Miro
	Trello
	MS Teams
VSCode	MS 365
GitHub	
Postman	Azure
PGAdmin	Illustrator
Netlify	InDesign
Heroku	Photoshop

Education

ALCHEMY CODE LAB
Portland, OR
1/2021 – 6/2021

OHIO STATE UNIVERSITY
Columbus, OH
9/2005 – 6/2006
Art Education Licensure
2005
Bachelor of Art Education,
Magna Cum Laude

FULL STACK SOFTWARE ENGINEER

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 &  /KATRINACLOYD

PROJECTS

GIM: Ghost in the Machine

[Live Site](#) | [GitHub Repo](#)

React, JavaScript, Socket.io, Express, Node

A standard corporate website, with a secret. GIM LLC is an escape room inspired website where players work together to find clues to free the ghost!

A five person team collaborated from across the county for two weeks to create this full stack app. The back end handles the socket logic for players, rooms size for game play, and socket events, while the front end utilizes custom hooks, and react context providers. Responsible for multiple cursor handling functionality, problem solving multiplayer challenge through socket events, and overall UI design.

Pixel Pusher

[NPM Package](#) | [GitHub Repo](#)

JavaScript, Node, Express, Axios, Blessed, Chalk

Published NPM package for users to create unique pixel and text based art right in the terminal window as well as save, upload and view artwork in the gallery.

Eight person, fully remote team collaborated on this two-part experience with back end for user and artwork storage. Responsible for creating drawing functionality tied to the color palette, brushsize, and eraser options utilizing the blessed and chalk libraries. Problem solved the save functionality by implementing a standard terminal command as an on-click function.

Vampire Match

[Live Site](#) | [GitHub Repo](#)

JavaScript, HTML, CSS, QUnit

Memory card match game based on the movie and television series *What We Do In The Shadows*.

Vanilla JavaScript game with three difficulty levels and high score record keeping for various players built by a team of four in a four day sprint. Wrote data management functionality utilizing local storage to save user information as well as all time scores.

EXPERIENCE

DENNIS Uniform Manufacturing Co. 2007–2020

Graphic Designer 12/2013 – 12/2020

- Initiated company presence on social media. Managed post schedules, created content, and planned campaigns. Accrued nearly 5K followers in the first year.
- Project managed departmental signage initiative for three test locations, from draft through customer feedback post installation. Lead to nationwide adoption of signage.
- Streamlined product photography process by creating a workflow from initial request through publishing of final images. Maintained all final photo assets for e-commerce website and design team usage.

HR Assistant & Office Manager 12/2007 – 12/2013

- Spearheaded TriMet incentive program to encourage public transit use among employees. Worked with TriMet and internal employees to create interest, establish the program, and manage membership.
- Managed production, nationwide distribution, and regular updates of managerial compliance standards for retail and warehouse locations.