

# LWRGitHub.GitHub.io

— SF, CA — (415) 886-0145 — [EngineerLWR@gmail.com](mailto:EngineerLWR@gmail.com) —

## Logan Reynolds

I always go above and beyond to ensure the job is done right the first time. I have had much education & experience in this field & have done many projects in teams & alone, which gives me necessary expertise to accomplish the job.

### Key Skills:

- **Expert:** JavaScript, Python, HTML/CSS, Node.js, React.js, Flask, Jinja2, Bootstrap, JSX, React Bootstrap, React Router, Terminal, Google Fonts, Git, GitHub, npm, yarn, JSON, CI/CD, Wire Frames, Chrome Devtools, Responsive Design/Layouts, API's & Trello.
- **Proficient:** P5.JS, BitBucket, Heroku, Photoshop, Google Maps, Web Accessibility, Web Optimization, Performance Optimization, Flexbox & Figma.
- **Novice:** MediaElement.js, Express.js, jQuery, Mongoose.js, WebVTT, MongoDB, Phaser, Pug & AWS.

---

### AREAS OF EXPERTISE

---

**Full Stack Web/Mobile/Application Development** - Ability to create software applications that run on a mobile device, & mobile application utilizes a network connection to work with remote computing resources. Expert in building, creating, & maintaining websites. Including aspects such as web design, web publishing, web programming, & database management. Proficient in the process of creating a computer program or a set of programs to perform the different tasks that a business requires. ( e.g., gathering requirements, designing prototypes, testing, implementation, & integration. )

**Software Engineering** - Adept in applying mathematical analysis & the principles of computer science in order to design & develop computer software. knowledge of engineering principles & programming languages to build software products, develop computer games, and run network control systems. Efficient in the process of analyzing user requirements & then designing, building, and testing software applications which will satisfy those requirements. Skillful at building economical software which is reliable & works efficiently on the real machines.

**User Experience/User Interface Design** - Expertise in creative tools that include Adobe suite ( e.g., Photoshop, Dreamweaver ), Sketch & more. Know-how to design each screen or page with which a user interacts & ensuring that the UI visually communicates the path that a UX designer has laid out. Awareness of how to create products that provide meaningful & relevant experiences to users. This involves the design of the entire process of acquiring and integrating the product, including aspects of branding, design, usability & function. Skilled in the process of making interfaces in software or computerized devices with a focus on looks or style. Recognition on how to create designs users will find easy to use and pleasurable.

**Game Design/Development** - Skilled in taking video game design ideas, drawings & rules, & turning them into a playable game with visuals & sound through writing code. Ability to work as part of a team or alone to create video games. Power to come up with the games' concepts, characters, setting, story, and game play. Know-how to work with artists & programmers to create the scripting language & artistic vision for a game.

**Data Science** - Ability to juggle multiple problems & projects using domain expertise, programming skills, & knowledge of mathematics & statistics to extract meaningful insights from data, both structured & unstructured. Know-how to work closely with business stakeholders to understand their goals & determine how data can be used to achieve those goals. Skill to design data modeling processes, create algorithms and predictive models to extract the data the business needs, then help analyze the data and share insights with peers.

---

### EMPLOYMENT HISTORY

---

|   |        |
|---|--------|
| 2020 - Intern, <b>Software Engr</b> - stageIV.org e-commerce  | SF, CA |
| 2020 - Intern, <b>Full Stack Software Engr</b> - Dance4Healing.com                                      | SF, CA |
| 2019 - present, <b>Web/Mobile/App Dev - Software Engr - UX/UI - Game Des/Dev - Data Sci</b> - Freelance | SF, CA |
| 2018 - present, <b>Project Manager</b> - Amazon KDP Publisher E-commerce                                | SF, CA |

---

### EDUCATION

---

**Bachelor's Degree in Applied Computer Science - in Progress 2022**

**UI/UX Design**

**Coding Bootcamp**

**Coding Bootcamp**

**Coding Bootcamp**

**Software Engineering - Game Des/Dev**

**Computer Science Studies**

**Make School "Dominican University," SF, CA**

**Diablo Valley College, Pleasant Hill, CA**

**Meda Mission Techies, SF, CA**

**Code Tenderloin, SF, CA**

**Code The Dream, Durham, NC**

**Noisebridge, SF, CA**

**Linda, Treehouse, Code Cademy, Khan Academy, Udacity, & More, Online**