

# Mercedes Y Thompson

## Education

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<b>Ball State University</b>	BS – Computer Science (Spring 2022)	BFA – Animation (Spring 2022)
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## Skills

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**Proficient:** Javascript (React, Vue), Java, Python, SQL,  
**Familiar:** HTML5 / CSS, Angular, PHP, C++, C#, .Net 3.1, SignalR

## Notable Projects

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### Secure chat/ Ticket web app (in progress)

Computer Science capstone, working in a small group with a client company and mentor

- Main contribution in the frontend and use Vue.js to ensure modularity separate from the API so other frontends based on the same template can be used
- Built connection for frontend and chathub secure server (SignalR)
- Structured dynamic flow of data through the frontend

### Multi-interface cooperative game (in progress)

Partnered with Minnetrista of Muncie. I am helping to create a game to encourage engagement of younger audiences with the history of Muncie, through the canning process.

- Part of creating the system design of the game and how different stations interact with one another
- Led the compiling of the Design Guide's first iteration

## Work Experience

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July 14 2020 – Present

### Individual Freelance Illustrator

Freelance work, largely in part worked with a starting mental health blog site in which I created illustrations to accompany articles.

- Taking the prompt I would give back a couple concepts for the piece. Then create the illustration based on input.

June 15 2020 — July 9 2020

### Software Development Intern - High Alpha/ Docket

Summer internship doing development work for Docket, a studio company of High Alpha.

- Collaborated with Senior developer to create features for the backend