



WEB & APP DEVELOPER

MICHELLE IKGOPOLENG

An ambitious problem-solver with front-end development skills. Passionate about generating work that exceeds expectations and speaks to the mission of the client. Interests include User Experience / Interaction Design, and Gaming.

CONTACT INFO

 info@mikgodesign.com


 LinkedIn.com/in/mikgodesign


 www.mikgodesign.com

 github.io/Mixelplic

 Behance.net//mikgodesign

 @mikgodesign

 Houston, Texas

 832-316-2156

PROGRAMMING SKILLS



SOFTWARE SKILLS



SOFT SKILLS / MINDSET

| | |
|----------------------|--------------------|
| Proactiveness | Growth Mindset |
| Communication | Persistence |
| Teamwork | Personal |
| Attention to Detail | Responsibility |
| Project Coordination | Future Orientation |
| | Leadership |

EDUCATION

GENERATION USA, Washington DC
Front-End Web Development Training Program
Expected completion Feb 2023

IOWA STATE UNIVERSITY COLLEGE OF DESIGN, Ames IA
BFA Integrated Studio Arts / Visual Studies
3D Computer Art & Multimedia emphasis

EXPERIENCE

MIKGO DESIGN, Cypress, TX
Freelance Graphic Designer
Jun 2017 – Present

Freelance designer for multiple projects including technical illustration, graphic design, typography, web design, and 3D modeling.

KELLY SERVICES, Houston, TX
Process Piping CAD Designer & 3D Modeler (Contract)
Feb 2013 – Jan 2016

Provided design support, document version control, and data record verification activities, including management of key repositories for Oil & Gas development projects.

CERTIFIED COMPANIES, Houston, TX
Web Designer (Contract)
Mar 2007 – Dec 2007

Worked closely with Art Directors and Region 4 ESC educators on fulfilling layout and direction of information for the web version of the Texas Examinations of Educator Standards (TExES) content test mandated by the Texas State Board for Educator Certification.

INTERNSHIP

IOWA CENTER FOR EMERGING MANUFACTURING TECHNOLOGY
Iowa State Univ. Mechanical Engineering Department
Visual Experience Design Intern

Collaborated with engineers and designers to prototype a VR environment in a Unix-based SGI that led to the introduction of simulation and virtual training in manufacturing.