# Shayne McGregor

Web Designer and Developer
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## Education

**Perpetual Education**
Web Design and Development                                             Expected May 2022

**Yale University**, Graduate School of Arts and Sciences
Ph.D., African American Studies and English                            Expected May 2022

## Work Experience

**Perpetual Education**                                                 Fall 2021 – Present

- Coordinated the content strategy for the website that would be used to present student profiles and work
- Developed shaynemcgregor.dev on my local machine with a workflow that first considers typography, font size, font weight, line height, then considers what each of these will look at different viewport widths while considering spacing, then, after receiving feedback, iterates on the mockup before delving into code.
- Developed a book-website on my local machine based on the fundamentals of CRUD
- Organized pair programming opportunities with other students through Slack.
- Organized study opportunities in which we learned to read the documentation for various web technologies
- Started and continue to maintain a web development blog to foster discussion with other developers on best practices and critical web analysis.

**Web Development Research Assistant**                                  January 2020 - Present
Blended Reality Lab - Yale University                                   New Haven, CT

- Managed the front-end of the lab's WordPress site that included writing and editing blog posts on topics related to emergent technology, including VR and AR.
- Migrated site content from WordPress to Drupal to comply with Yale University web standards with support of staff from Web and IT planning department.
- Supported the creation of content strategy for the lab's Drupal website and routinely maintained the site's front end.
- Lead coordinator for a team designing a video game using Unity and C# for submission to the 2022 Global Game Jam.

**Teaching Fellow & Instructor**                                       Fall 2018 – Fall 2019
English Department - Yale University                                    New Haven, CT

- Taught a writing course entitled "How to Play Video Games" in which I lead conversations with undergraduates on the history and impact of gaming technology, with a particular focus on the games made for the web.

## Skills
**Advanced:** Written and Verbal Communication, Time Management, Project Leadership

**Proficient:** HTML, Github, CSS, C#, PHP, Affinity Designer, Trello

**Developing:** WordPress, Drupal