

Malik Jones

EXPERIENCE

SMARTTALK

Gamified Mobile App

Sep 2020 - May 2021

- created a UML diagram on how each component would communicate to one another
- created a Use Case diagram to examine how the user would be able to use this device
- use Dart widgets to give a user an achievement & awards for completing a lesson
- design UI to make it simple for users to use
- created a progress bar through Dart widgets to keep track of users of completing a lesson
- created a reset password through a Flutter Firebase Authentication System

PROJECTS

Jasmine Dragon

Dec 2021

- use HTML to structure the content on the webpage
- use CSS to design the website & add responsiveness
- use JavaScript for user to change image on webpage by clicking icons

Ridgeline Prototype Feb 2022 - March 2022

- use Figma platform to design an ecommerce website for educational purposes
- created a button for user to purchase or add the item to their Wishlist
- design how the pictures should be displayed in a carousel
- created a prototype for usability testing

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EDUCATION

Bachelors of Science in Applied
Computer Science
Northern Arizona University,
Flagstaff, AZ May 2021

SOFTWARE

Adobe Creative Cloud
Figma
HTML
CSS
SaSS / SCSS
JavaScript

SKILLS

Organization
Teamwork
Time management
Creativity
Communication
Software Design
Self-Motivated

