ALEX LEWIS

GRAPHIC DESIGNER / FULL STACK DEVELOPER

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SUMMARY

A junior Full Stack Developer with experience working with various web development technologies and mobile app creation. Well versed in front-end / back-end development, and graphic design creating a unique set of skills that bridge the gap between designers and programmers.

PROJECTS

React Native: Developed a native app for iOS and Android using the Agile methodology in a team environment. The app utilized many native components that allows users to sign up, create a profile, access the device camera, post photo's and share images with friends based on locations around specific sites across a city.

Game Development: Currently developing a video game for PC and Mac platforms using Unity3d. Motocross: Chasing the Dream will be available in 2019.

SKILLS

- HTML5
- CSS3
- JavaScript
- React
- BootStrap
- Node.js
- MySQL
- jQuery
- 3D Modeling
- Unity3d
- Adobe Photoshop
- Adobe Illustrator
- Adobe XD
- Adobe Animate

STRENGTHS

- Creativity
- Reliability
- Communication
- Leadership

EXPERIENCE

Dec. 2016 - Sept. 2017
Associate Product Engineer
FRUIT OF THE LOOM

RESPONSIBILITIES:
- Assisted in development for wide range of safety equipment and apparel
- Utilized SolidWorks CAD software in development of new products
- Maintained Database of all garments style info and decoration placements
- Organized and scheduled fit sessions to ensure proper fit and make changes when necessary

Mar. 2014 - Sept. 2015
Merchandising Systems Associate
FRUIT OF THE LOOM

RESPONSIBILITIES:
- Transformed production artwork into vector product mock-ups
- Collaborated with Programming Team to expand online presence
- Created easy to understand technical documents
- Spearheaded the development for dynamic 3D product configuration

Aug. 2007 - Mar. 2014
Lab Manager / Senior Photographer
ALLSTAR PHOTOGRAPHY

RESPONSIBILITIES:
- Inventory, product design, staffing, equipment maintenance, and training
- Supervised teams of event coordinators, photographers, and assistants
- Designed all products including plaques, posters, and sublimated products
- Implemented QR Code scanning for an order entry system

Apr. 2006 - Dec. 2006
Associate Level Designer
RAINBOW STUDIOS

RESPONSIBILITIES:
- Created 3D terrains and race tracks based on input from the design team
- Participated in brainstorming meetings, blueprints, design, and beta testing
- Served as model motocross rider for various audio recordings
- Moderated company message board to provide product information

EDUCATION

2011
Western Kentucky University

SKILLS ACQUIRED:
B.S. Systems Management

Jan. 2018 - Mar. 2018
Covalence Coding Bootcamp

SKILLS ACQUIRED:
Full Stack Development Certification Experience building web applications, mobile apps, databases, and backend APIs