

#### **Profile**

I am a web developer building engaging, accessible and responsive websites and apps. I bring structure and organization to every project I work on. Having developed strong teamwork skills throughout my career, I thrive in both group and individual settings.

### **Skills**

HTML 5 | CSS3 | SASS | JavaScript & jQuery | React | Git & GitHub | Web Accessibility | Working with APIs | Responsive Design | Firebase | Scope Management | PSD Conversion | Wireframing | Group Programming

## **Education**

### Juno College of Technology | 2020

Web Development Immersive | Accelerated JavaScript | Accelerated Web Development

## Brock University | 2008-2012

B.A. Dramatic Arts with Honors

# **Projects**

### Giphy Sentiment | React | Firebase | JavaScript | HTML | CSS

This react app allows you to chose the best gifs to describe how you are feeling and displays them on a timeline so you can easily track your moods. Check in on your mood trends with Giphy Sentiment. <a href="https://giphy-sentiment.github.io/Giphy-Sentiment/">https://giphy-sentiment.github.io/Giphy-Sentiment/</a>

## What to Watch | JavaScript | API | Pair Programming | HTML | SCSS

Want to discover movies from different genres and years? What to Watch is a site built to help you explore different genres and discover movies you have never seen before! <a href="https://charlie-sangels.github.io/What-To-Watch/">https://charlie-sangels.github.io/What-To-Watch/</a>

### Crystal Gem Clicker | JQuery | HTML | SCSS

A multi-level clicker game inspired by the popular animated show Steven Universe. This was one of the most fun projects to build because I got to finally try my hand out at creating a small game. https://tanishacodess.github.io/Star-Clicker-Game/

# **Work Experience**

#### Bartender/Supervisor | The Hive E-Sports, Toronto | 2018-2020

- Organized small and large scale corporate events while implementing unique and creative menu choices
- Supervised a team of 10 people during events while creating an engaging and fulfilling work environment

#### Store Manager | A&C Games, Toronto | 2015-2018

- Transitioned the business from 5 employees to 30+ over the span of two years while building store operation manuals from scratch
- Maintained top sales while coaching others, improving client relations and optimizing store operations