Ulijah Charles Frontend Engineer

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EDUCATION

Rochester Institute of Technology

Bachelor of Science: New Media Interactive Development

August 2014 - December 2019

Minor: Game Design

Relevant Coursework: Interact Design & Algorithmic Problem Solving, Rich Media Web App Dev, Web Design & Implementation, and Interactive Media Development **Honors**: Dean's List 2015 semester

WORK EXPERIENCE

FREELANCE

New York, NY

Front End Engineer

June 2020-Present

- Developed and implemented a new design concept for a small business resulting in 15% increased engagement.
- Improved the performance and scalability of web applications by optimizing code, leveraging caching mechanisms, and implementing lazy loading techniques.

THOR EQUITIES

New York, NY

Front End Engineer/ IT Intern

June 2019-September 2019

- Overhauled the internal Intranet for employees which improved speed by 8% using HTML, CSS, and JS.
- Assisted in routine updates, website maintenance, and code reviews.
- Identified, diagnosed, and resolved system issues while providing entire office staff with technical support in PCs, Software, and programming.

PROJECT EXPERIENCE

APPLE AIRPOD MAX

Front End Engineer

May 2023- May 2023

- Redesigned the landing page of Apple's new Airpod Max, alternating to a more minimalistic design and code focused on functionality and information.
- Analyzed usability while troubleshooting and diagnosing bugs.
 HTML, CSS, JS, React, Bootstrap

СНІНО

Front End Engineer/ Web Developer

March 2023-April 2023

- Reengineered a cafe webpage to create a more seamless and user friendly design to allow for customers to order their food more effectively.
- Created my own realtime database using Firebase using API calls that reduced code and optimized load time.

HTML, CSS, JS, React, Firebase

RESONANCE

Front End Engineer/ Web Developer

August 2018-May 2019

- Led a team of 5 to develop and curate the first interactive musical installation in ImagineRIT history, through a physical user experience that was enjoyed by hundreds of families and faculty.
- Configured musical input using Juce framework in C# and engineered musical visualizer in Processing using Java.

ADDITIONAL INFORMATION

• **Skills**: HTML, CSS, Javascript, Typescript, Java, C#, C++, React, Next.js, Node.js, Bootstrap, Adobe Photoshop, GIT, Responsive Design, NPM