Aaron Diggdon

App Developer and Designer

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Design oriented front-end Web Developer, applying my visual design experience to user centered application development. Experience working in teams and alongside back-end developers, very familiar with API interaction, server side development and databases. Working towards a Bachelors in Journalism and Design, and holds a certification in Full Stack Web Development. A persistent problem-solver, with an intuition for the user experience and aesthetic.

Current Employment

Railsbank / UX Design Intern

APR 2020 - Present, SAN FRANCISCO

Technical Skills

Computer Science applied to JavaScript:

Algorithms (Searches, Sorts), Efficiency, Time Complexity, Big O Notation, Data Structures

Browser Based Technologies: HTML/CSS, JavaScript/jQuery, Responsive Design, Bootstrap, Handlebars, Local Storage, Session Storage, IndexedDB, React.js

Databases: MySQL, MongoDB

Server Side Development: User Authentication, Progressive Web Applications (PWAs), MERN Stack (MongoDB, Express.js, React.js, Node.js)

API Interaction: API, JSON, AJAX

Education

The New School

BA / Journalism + Design

AUG 2019 - Present, NEW YORK

UC Berkeley Extension

Certificate / Full-Stack Web Development

SEP 2020 - DEC 2020, BERKELEY

Projects

Personal Portfolio

React.js - WebGL - ReactSpring

This is an ongoing project showcasing recent projects and acts as my creative playground for learning new technologies.

Google Fact Checker

Javascript - HTML - CSS

Using Axios.js to call the Google Fact Check Api, I used Express.js to route data into a MYSQL database, and display the returns in frontend experience developed through JQuery, HTML and CSS.

Travel Pins

React.js - Mapbox - CSS

Full stack social media application for travelers. Share photos to your profile, and follow your friends. Uses Mapbox API to track locations of countries you have visited.

Mirrors

React.js - ReactThreeFiber - WebGL

Using React-Three-Fiber, a cutting edge library for integrating 3D WebGL elements in-browser, I was able to create an interactive room of mirrors that shifts on mouse movement.