

Engineering Experience

UX Developer, ARCOS LLC, Providence, RI

April 2021 - Present

- Operate remotely for Engineering Division's UX team, headquartered in Columbus, Ohio, working independently while also collaborating with global colleagues in various time zones
- Develop software components in fast-paced, Agile environment with **Angular 2+**, **TypeScript**, **JavaScript**, **CSS3** and **HTML5**, focusing on enhancing user interaction with company products
- Design versatile user interface prototypes with **Adobe XD**, routinely leading virtual presentations to show user experience flows before implementing designs as extensible code
- Use Git, Bitbucket, Jira, Slack, Excel and Microsoft Teams to coordinate with Engineering teammates, plus Quality Assurance, Professional Services and Technical Support Divisions

Software Developer, Marstone, Inc., Providence, RI

November 2018 - April 2021

- As part of UX team worked with designers and researchers to develop responsive, scalable, front-end components for enterprise-level web applications using **Angular2+**, **Angular Material**, **Material Design**, **Bootstrap**, **TypeScript**, **JavaScript**, **Sass**, **HTML5** and **Python**
- Produced in Agile environment, conducting code reviews and discussions via Bitbucket, Slack and Microsoft Teams to strategically complete scheduled deliverables within biweekly sprints
- Drove ownership of UX team's work by honoring design specifications, championing accessibility and ensuring team's steady ranking as highest in number of closed sprint tickets
- Effectively presented production-ready improvements at regular, company-wide sprint reviews, communicating business value of features to executives and other non-engineers

Web Development Fellow, General Assembly, Providence, RI

May 2018 - August 2018

- Trained full-time in a 13-week Web Development Immersive course, learning several modern full-stack programming languages through a rigorous curriculum: Programming Fundamentals, The Basics of Product Development, Front-End and Back-End Web Development
- Capstone project – Pattrns.com full-stack web application
 - Wrote **JavaScript** and jQuery code for front-end DOM manipulation and event handling
 - Developed single-page application with **Git**, deployed to GitHub with custom domain
 - Styled site with responsive web design in **Sass** and **CSS3**, plus **Bootstrap** for modals
 - Created custom API for NoSQL database with MongoDB, Express, Node.js and Heroku
 - Enabled users to make AJAX calls to RESTful API with JSON serialization

Related Experience

Founder & Artist, Huetown, Providence, RI

July 2014 - present

- Design, build and maintain front-end website with vanilla **JavaScript** to consume PayPal API, plus **Sass**, **CSS3** and **HTML5** for responsiveness, simplicity and smooth customer experiences
- Manage project schedules and create pieces for Huetown: a broad entity for my art and design ventures, comprising direct sales, wholesale orders and occasional commissions

Leadership and Awards

Live Panel Moderator, General Assembly, Providence, RI

August 2018

- Selected by General Assembly to prepare questions for and lead discussion of *Intro to the Rhode Island Startup Community*, a live panel featuring New England technology innovators
- Panelists giving their perspectives at event were Dr. Andrew Mallon, Program Director at MassChallenge; Matthew Tortora, Co-Founder & CEO at Crave Food Systems Corporation; and Adam Alpert, Co-Founder & CEO at Pangea

Commissioned Artist, Department of Education, New York City, NY

May 2012 - January 2016

- Out of four nationwide finalists won commission to design permanent public visual art project from NYC Department of Education in collaboration with NYC Percent for Art Program
- Organized multi-year timetable, managed five-figure budget, coordinated with architects, met with project stakeholders and supervised subcontractor team for installation at site in NYC
- Created original designs with hand-drawn pen and ink, then used Adobe Photoshop and Illustrator to convert drawing scans into vector-based stencils for sandblasting at 20 x 30 feet

Related Skills

Visual art and design: In addition to working with Adobe Creative Cloud I've honed my visual acuity and eye for detail by creating imagery and experiences using a variety of traditional studio techniques, including drawing, painting, poster illustration, murals and screen printing

Education

Bowdoin College, Brunswick, ME

B.A. double major in Studio Art and Philosophy, *cum laude*