

Software Development Experience

UX Developer, ARCOS LLC, remote from Rhode Island

April 2021 - Present

- Develop enterprise-level front-end software for mobile and web applications in fast-paced, Agile environment with **React Native, TypeScript, JavaScript, Angular, CSS, HTML** and **Git**, concentrating on responsive, user-facing components for multiple company products
- Operate remotely for Engineering's UX team, headquartered in Ohio, working independently to build features while collaborating with global colleagues across various time zones
- Design engaging user interface prototypes with Adobe XD, routinely leading virtual presentations to show user experience flows before implementing UIs as extensible code
- Use Bitbucket, Jira, Slack, Microsoft Teams and Google Workspace to coordinate with teammates in Engineering, Product, Quality Assurance and Professional Services

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 in enterprise-level web applications with **Angular, Angular Material, Google Material Design, Bootstrap, TypeScript, JavaScript, Sass, HTML** and **Python**
- Developed code in Agile environment via Bitbucket and wrote unit tests with Jasmine test framework and Karma test runner to complete scheduled deliverables within biweekly sprints
- Drove ownership of UX team's work by translating InVision 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 (**React**) and Back-End Web Development
- Capstone project – *Patturns* full-stack web application
 - Wrote **JavaScript** 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 **CSS**, plus **Bootstrap** for modals
 - Created custom API for NoSQL database with MongoDB, Express and Node.js
 - Enabled users to make AJAX calls to RESTful API with JSON serialization

Related Experience

Founder & Artist, Huetown.com entrepreneurial project, Providence, RI July 2014 - present

- Manage project schedules and create pieces for Huetown: the web shop for my art and design work, comprising direct sales to customers and occasional commissions
- Design, build and maintain front-end website with vanilla **JavaScript** to consume PayPal API, plus **Sass**, **CSS** and **HTML** for responsiveness, accessibility and good customer experience

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

- Won commission from NYC Department of Education in collaboration with NYC Percent for Art Program to design and install permanent public artwork at site in New York City
- Organized multi-year timetable, managed five-figure budget, coordinated with architects, met with project stakeholders and supervised subcontractor team for final installation
- Created original ink drawings, scanned and edited drawings with Adobe Photoshop and used Adobe Illustrator to convert images into vector-based stencils for sandblasting at 10 x 20 feet

Skills

In developing software I focus on UI/UX, accessibility and responsive web design – and I've honed my visual acuity and eye for detail through digital tools such as Adobe Creative Cloud, as well as through traditional studio techniques, including drawing, illustration and painting.

Education

Bowdoin College, Brunswick, ME
B.A. double major in Philosophy and Studio Art, *cum laude*