

Engineering Experience

UX Developer, ARCOS LLC, Providence, RI

April 2021 - Present

- Develop innovative front-end software for mobile and web applications in fast-paced, Agile environment with **React Native, Angular2+, TypeScript, JavaScript, CSS3** and **HTML5**, concentrating on responsive, user-facing features for various company products
- Operate remotely for Engineering's UX team, headquartered in Ohio, working independently to build components while collaborating with global colleagues across multiple 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 Git, 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 **Angular2+, Angular Material, Google 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 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 and Back-End Web Development
- Capstone project – Patturms.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.com entrepreneurial project, Providence, RI July 2014 - present

- 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
- 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

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 10 x 20 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 Philosophy and Studio Art, *cum laude*

Phillips Exeter Academy, Exeter, NH
Diploma with Honors