

Andrew Cornell San Francisco, CA **UX** Engineer

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GITHUB

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SKILL LEVELS

HTML5 / CSS3



Node.js







React Native



Sketch



*Skill levels are relative

ABOUT

Multifaceted technical career with a specialization in user experience design and Front-end engineering. Talent for designing sleek products that take into consideration engineering timelines as well as successful user-centered design solutions by utilizing user testing. Keen ability rapidly prototype products and features by building components with the latest technologies that successfully scale to production.

SKILLS

- JavaScript ES6, JSX, OOP MVVM, Backbone, Knockout.
- HTML / CSS Flexbox, Grids, Bootstrap, Zerb Foundation.
- React, Redux, React Native, Functional JavaScript.
- UI Design, Photoshop, Sketch, InVision.
- Node.js, Express.js, MongoDB.

PROJECTS

My-Reads App

- Successfully wrote restful API calls and designed user flow using React Router.
- Designed stateless functional display components using React.js.
- Debugged and deployed site with gh-pages. www.andrewjc88.github.io/myreads-app/

Deal Quest

- Utilized Google JavaScript API's to customize map and query results.
- Implemented Groupon API's with asynchronous Ajax requests do display search results.
- Successfully employed OOP JavaScript practices and Knockouts.js MVVM model. www.andrewjc88.github.io/DEAL_QUEST/

EXPERIENCE

UX Engineer — Conctractor — San Francisco, Ca — 3/17 - Current

- Consulted product owners and marketing teams to successfully translate ideas to the web.
- Designed user empathetic designs that had data-driven solutions garnered from user test.
- Bridged gaps between design teams and engineering by actualizing ideas from both sides.

Frontend Developer — JamHeart — San Francisco, Ca — 2/18 - Current

- Proficiently translated design specs into responsive and scalable React UI components.
- Efficiently and sustainably transferred state throughout app using unidirectional data flows with Redux.
- Merged code and collaborated with engineers to resolve conflicts in a production environment.

Graphic Designer — Pepperjam — Santa Cruz, Ca — 10/12 - 2/17

- Closely collaborated with clients & team members to produce global web campaign assets.
- Spearheaded efforts to investigate Adobe CC technologies for enhancing future campaigns.
- Lead the charge in the implementation of new software, resulting in an increase in efficiency.

EDUCATION

Sierra College — Computer Engineering — 2010 - 2012

Curriculum — C programming, Linux / unix, LAMP, php, Javascript.























