ANGELICA MAPESO

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angelicamapeso.github.io/bootcamp-portfolio/

SUMMARY

Aspiring full-stack developer with a solid foundation in designing for multimedia (animation, web design, UI/UX). Currently acquiring full-stack skills in the Carleton University Coding Bootcamp and developing multimedia skills in the Interactive Multimedia and Design program at Carleton University.

TECHNICAL SKILLS

HTML, CSS, Bootstrap, APIs, JSON, GIT, GitHub, Node.js, JavaScript, jQuery, Jest, Object-Oriented Programming, Adobe Photoshop, Adobe Illustrator, Adobe XD, InVision, Communicating within a multidisciplinary team, Effective time-management, Fast learner

EDUCATION

Carleton University

- *Certificate*
  Carleton Coding Bootcamp - Full-Stack Web Development   ***August 2020 - Present***
  A six month program aimed at teaching full-stack web development from the ground up. The course develops foundational skills in using HTML, CSS, JavaScript, APIs, Command Line, GIT and teaches students the MERN stack.

- ***Bachelor of Information Technology***
  Interactive Multimedia and Design, Co-op Option   ***September 2017- Present***
  A five year program focused on developing the skills to create any multimedia product such as photography, audio/video, websites, and video games. Balances design skills (UI/UX Design, Game Design, Animation) with technical/programming skills (Adobe programs, C++, JavaScript, Software Design).

APPLICATIONS BUILT

Eat Local
- A web app that lists information on nearby restaurants, encouraging support for local restaurants
- Bulma CSS Framework, Yelp API, Zomato API, Maps URLs
- Collaborated within a team of 3 and supported other members with debugging and filling in gaps
- https://ziyonghe.github.io/EatLocal/index.html | https://github.com/ZiyongHe/EatLocal

Good Games
- A web app that allows users to track the games they own and keep up with the fast-paced game industry by viewing upcoming and current releases
- Bootstrap, Intro.js, Express-Handlebars, Express, Passport, Sequelize, Gamespot API
- Planned and executed the back-end development, which decreased load times to about 0.9-1s
- https://game-helper.herokuapp.com/ | https://github.com/LouisYS-Carleton/Game-Helper

EXPERIENCE

Public Services and Procurement Canada (PSPC)   **May 2019-August 2020**
Interaction Design Intern
- Executed the development of the CanadaBuys visual design, which modernized and pushed the boundaries of the current Government look and feel
- Produced wireframes, mock-ups and medium-fidelity prototypes in InVision to facilitate design discussions and provide clear communication to development team
- Collaborated within a multidisciplinary team by supporting content writers in publishing web pages on Drupal to deliver product in tight deadlines and supporting user researchers in creating graphics to visualize research, which allowed for more engaging presentation material