ANGELICA **MAPESO**

◉ Ottawa, ON K1H 8E1

▯ (647) 455 - 5788

✉ angelica.mapeso@gmail.com

in linkedin.com/in/angelica-mapeso/

○ github.com/angelicamapeso

▰ angelicamapeso.github.io/bootcamp-portfolio/

SUMMARY

Aspiring full-stack developer with a background in multimedia design seeking to build elegant and functional websites. Currently deepening full-stack knowledge in the Carleton University Coding Bootcamp and developing multimedia skills through the Interactive Multimedia and Design program. Team player who exhibits effective time management skills and attention to detail.

EDUCATION

Carleton University, Ottawa, ON

Certificate: Carleton University Coding Bootcamp - Full-Stack Web Development

An intensive six month program which teaches full-stack web development from the ground up. Students develop foundational skills in HTML, CSS, JavaScript and GIT with an eventual focus on the MERN stack.

August 2020 - Present

Bachelor of Information Technology, Interactive Multimedia and Design, Co-op Option

A five year program focused on the design and development of all things multimedia. The program balances design skills (UI/UX Design, Game Design, Animation) with technical/programming skills (C++, JavaScript, Software Design) and includes several projects requiring collaborative work.

September 2017 - Present

TECHNICAL SKILLS

HTML	Node.js	Adobe Illustrator
CSS	Express	
JavaScript	MySQL	Adobe XD
jQuery	MongoDB	
		Team Collaboration
GIT	Bootstrap	
GitHub	Handlebars	Effective time management
APIs	React.js	
		Attention to detail

APPLICATIONS BUILT

Good Games
› An all-purpose video game tracker that allows the user to keep up with current and upcoming games, keep track of owned games and search for specific titles
› Planned and developed the back-end development, keeping load times at 0.9-1s
› Smoothed the process of integrating a login system by troubleshooting and debugging
› Built with: Bootstrap, Intro.js, Express-Handlebars, Express, Passport, Sequelize, Gamespot API
› 🔗 game-helper.herokuapp.com/
  ○ github.com/LouisYS-Carleton/Game-Helper

Eat Local
› A restaurant lookup that encourages the support of local businesses by providing restaurant information within a 10km radius of the user's location
› Designed and implemented information cards to display combined data from the APIs, enabling the user to scan restaurant information with ease
› Built with: Bulma CSS Framework, Yelp API, Zomato API, Maps URLs
› 🔗 ziyonghe.github.io/EatLocal/index.html
  ○ github.com/ZiyongHe/EatLocal

EXPERIENCE

Public Services and Procurement Canada (PSPC)
May 2019 - August 2020
Interaction Design Intern
› Documented and led 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 smooth the design process and provide clear communication
› Supported a multidisciplinary team of user researchers and content writers by creating placemats to increase engagement towards user research initiatives and publishing web pages on Drupal to meet tight deadlines