ANGELICA MAPESO

🌐 angelicamapeso.github.io/bootcamp-portfolio/

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EDUCATION

Carleton University Coding Bootcamp   **August 2020 – Present**
Carleton University, Ottawa, ON

Bachelor of Information Technology   **September 2017 – Present**
Interactive Multimedia and Design, Co-op Option
Carleton University, Ottawa, ON
- 3nd Year Undergraduate, CGPA 11.18/12.0 (A)
- DPI Award in Information Technology
- Expected Graduation March 2022

WORK EXPERIENCE

Interaction Designer Intern   **May 2019 – August 2020**
Public Services and Procurement Canada (PSPC), Ottawa, ON
- Led the development of a visual design concept for the CanadaBuys website and documented the final visual design in a comprehensive style guide
- Performed Quality Assurance tests on the early versions of CanadaBuys to ensure adherence to the visual design
- Created wireframes, mockups and prototypes of web pages using Adobe Illustrator and InVision to facilitate design discussions of new pages
- Published Knowledge Base articles and made small design fixes using Drupal
- Collaborated within a multi-disciplinary team of user researchers and content writers to understand their needs when producing infographics for user research or completing publishing tasks

RELEVANT SKILLS & ACCOMPLISHMENTS

Technical Skills
- Coded websites from scratch using HTML, CSS, and JavaScript
- Used CSS Frameworks such as Bootstrap and Bulma to create responsive websites using a mobile-first approach
- Utilized Git terminal commands and GitHub for version control when coding
- Learned object-oriented programming through creating interactive applications using C++, Open Frameworks and motion sensors
- Created a 2D side-scroller game consisting of three levels using C# and Unity

Communication Skills
- Collaborated in a team through stand-up meetings, brainstorming sessions, and design discussions to give updates, develop concepts, and provide web design solutions
- Supported in debugging and learned to refactor code through peer programming and participating in code reviews

- Presented to peers for school projects, to upper management for approval on a design concept and to a team of web developers for guidance on Quality Assurance findings

Design Skills
- Produced and edited various types of multimedia (photography, graphics, 2D animations, and video) using the Adobe Suite (Photoshop, Illustrator, XD, AfterEffects, Premiere Pro)
- Employed accessible web design practices when developing the CanadaBuys visual design
- Applied knowledge of user research findings, affordances, and design concepts when designing the user interface of mockups and medium-fi prototypes
- Implemented the elements and principles of visual design in graphic design work

APPLIED PROJECTS

Eat Local   **September 2020**
🌐 **https://ziyonghe.github.io/EatLocal/**
- Collaborated remotely within a team of 3 to produce a website for providing users information on their local restaurants
- Worked with three open-source API's (Zomato API, Yelp API, Maps URLs) to power the functionality of the site and used the Bulma CSS Framework for responsive styling
- Produced wireframes in Adobe XD to visualize the site's overall structure
- Supported the team in troubleshooting code issues and organizing tasks to ensure timely completion of the project
- Helped implement agile practices using GitHub projects to facilitate workflow

Weather Dashboard   **September 2020**
🌐 **https://angelicamapeso.github.io/bootcamp-weather-dashboard/**
- Created a dashboard to display an overview of the current weather and a 5-day forecast for a searched city
- Used local storage to display weather information from the last searched city on page load
- Retrieved weather information using the Open Weather API and used Bootstrap for responsive styling
- Added an empty state to the dashboard to support its first-time use