

# BEN DAVIS

UI/UX DESIGNER & DEVELOPER

[LinkedIn Profile](#) • [GitHub](#) • [Portfolio Website](#)

bcdavis@i65n.com

615-812-1998

## TECHNICAL EXPERIENCE

Aug 2020 -  
Feb 2021

### UI/UX FRONT-END DEVELOPER

Nashville Software School • *Apprenticeship* 📍 Nashville, TN

Intensive full-time six-month front-end web development and UI/UX design bootcamp facilitating learning through both individual and team-based projects.

*Tech Stack:* HTML5, CSS3, JavaScript, JSON, Node.js, React, Git, and GitHub.

### GROUP PROJECTS

#### *NUTSHELL*

- A team-built social dashboard app constructed using HTML, CSS, and Javascript, and then again using ReactJS. For both iterations I managed the CSS and overall visual design.
- Individually responsible for the Friends module where users could search for, add, and remove other users as friends for the pure Javascript app.
- Individually responsible for the Task components which allow a user to create, add, and delete tasks for the ReactJS app.
- Using Figma, created wireframes and screen interactions.
- Fetched data from JSON Server and used browser local and session storage.

### INDIVIDUAL PROJECTS

#### *FRONT-END CAPSTONE: MINI CLUE*

- A single-player, time-based version of the detective board game Clue built with ReactJS and JSON Server.
- Users' high scores are recorded in a database and displayed in a leaderboard.
- Individually responsible for all functionality and visual design.
- Figma was used to create wireframes and prototype screen interactions.

#### *BACK-END CAPSTONE: REM LOG*

- A free, online dream journal that supports text and audio.
- Built with React and React-Bootstrap component library, styled with Sass, and hosted with JSON Server.
- Individually responsible for all functionality and visual design.
- Figma was used to create wireframes and prototype screen interactions with mockups based on researched online journaling design conventions.

## ABOUT ME

With a Bachelor of Science in Electrical and Computer Engineering from Lipscomb University and a certificate of UI/UX Front-End Development & Design from Nashville Software School, I have a commitment to excellence, strong written language skills, creativity and artistic talent, as well as accomplishments as an amateur photographer. I am passionate about maximizing and designing consumer touchpoints through UI/UX design.

## SKILLS

HTML5 & CSS3	Figma
JavaScript	Cypress (QA)
React	GitHub
Python	Excel
Java	Word
C++	Powerpoint

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## UI/UX DESIGNER & DEVELOPER

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May - Aug 2019

### ENGINEER: WEB DEVELOPER & QA TESTING

Lonely Planet USA, LLC • *Internship* 📍 Franklin, TN

Reported to Engineering Manager working with the Digital Product engineering team.

#### TASKS

- Developed dynamic verification tests using Cypress to provide basic end-to-end test coverage for LP Kids webpages.
- Modified page graphics and updated current user statistics on LP Advertising webpages.

## PROFESSIONAL EXPERIENCE

2018 - Current

### PHOTOGRAPHER

The Monkey's Treehouse 📍 Franklin, TN

Contract Photography for children party events.

2015 - 2020

### CHIEF PHOTOGRAPHER

Lumination Network at Lipscomb University 📍 Nashville, TN

Photo galleries of campus events for student-run news service.  
*2017 and 2018 Mark of Excellence Awards presented by Society of Professional Journalists.*

## EDUCATION

### UI/UX FRONT-END DEVELOPER PROGRAM - FEBRUARY 2021

Nashville Software School 📍 Nashville, TN

### B.S. ELECTRICAL & COMPUTER ENGINEERING - MAY 2020

Lipscomb University - GPA 3.00 📍 Nashville, TN

Minors in Computer Science and Pure Mathematics

#### PROJECTS

- Lead designer on the development team for an embedded Senior Design project called OmniCOMM—a secure, interactive communications device allowing owners to remotely send formatted public messages for display to visitors while away from the office and to receive messages left by visitors.
- Designed a circuit that changed output based on air temperature.
- Worked with partner to design, construct, and program a robot to solve a maze.