

Billy Moore

BillMoore@vivaldi.net | Seward, NE

LinkedIn: [Linkedin/bill-moore-online](#) GitHub: github.com/billy-moore Portfolio: billy-moore.github.io/portfolio

TECHNICAL SKILLS

- **Proficient:** React, JavaScript, HTML5, CSS3, Bootstrap, Material-UI, Git
- **Exposure:** Redux, MongoDB, Node.js, Express, Firebase, Sass, WordPress

EDUCATION

React – The Complete Guide (v.1), *Udemy* December, 2020
The Complete JavaScript Course – Beginner to Professional, *Udemy* October, 2019
Master of Education - Instructional Technology, *Concordia University, NE* March, 2019
Master of Library and Information Science, *Emporia State University* August, 2015

WORK EXPERIENCE

Link Library | Reference and Instruction Librarian | Seward, NE Aug 2015 - Current

- Designed a user-friendly layout and tools for various user bases, using a framework built on Bootstrap.
- Developed and maintained a dynamic website with compartmentalized elements may be transferred easily to other web-based platforms, using HTML, CSS, JavaScript, and the Bootstrap library
- Created a web-based repository of components and images which could then be taught to and used by instructors and creators with limited programming backgrounds.
- Developed and taught WordPress, plugins and design to faculty, staff and students. Helped manage the approved plugins and functionality of the pages.
- Edited videos, images, and promotional materials using Photoshop and other digital editing software

College Depot | Clinician | Phoenix, AZ Jul 2014 - Aug 2015

- Created interactive web tools like image sliders and automated schedules, used to promote services
- Designed and found solutions for functionality that was previously unavailable due to limited pre-built framework, and was able to implement these functionalities into the user interface.

PROJECT WORK

Treasure Hunt Game | Game App | [live](#) | [github](#) 2020

A single page React game application – A press-your-luck style game with randomized hazards and rewards

- Created using React, CSS modules and Context API.
- Created and designed the entire concept, functions, and assets from the ground up. The process was to develop a workable concept and design it before writing any code. Result was a finished product with a quick production time, easy to upgrade and implement in pieces, and allowed for expansion and future modifications.

Controller Queue | Productivity App | [live](#) | [github](#) 2021

A list app which queues and adjusts names based on available slots

- React, Material-UI, React Context.
- The user can input names to queue, and then set the number of people in line, and the number of available line slots, accordingly. You can hold any number of positions, then adjust available slots for the people waiting in line as needed.

Stream Counter | Web App | [live](#) | [github](#) 2021

A counter app with user design options, for use in Twitch live-streams

- Created using React, Material-UI, Google fonts, and Context API
- Created a simple counter app which allowed for user manipulation. The available options were verbose and overly complicated, so designing an easy-to-use webapp allowed cross-platform usage and better user experience than other available options.