

Bill Moore

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Portfolio: billymoorepresents.com

TECHNICAL SKILLS

- **Proficient:** React, JavaScript ES6, HTML5, CSS3, Bootstrap, Material-UI, Git
- **Exposure:** Redux, MongoDB, Node.js, Express, Firebase, Sass,

RELEVANT WORK EXPERIENCE

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

- Design and establish user friendly layout and tools for students, faculty, and staff, using the LibGuides™ framework, built on Bootstrap.
- Establish an interactive and dynamic website with compartmentalized elements which could be transferred easily to other web-based platforms, primarily in HTML, CSS, JavaScript, and using the Bootstrap library
- Develop a web-based repository of components and images which could then be taught to and used by other users with limited programming backgrounds.
- Develop and teach WordPress pages, plugins and design to faculty, staff and students. Help manage the approved plugins and functionality of the pages.
- Image, video, and audio creation, editing, and design, creation and implementation.

College Depot | Clinician | San Jose, CA Jul 2014 - Aug 2017

- Created interactive web tools 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.

EDUCATION

Master of Education - Instructional Technology, *Concordia University, NE*

March, 2019

Master of Library and Information Science, *Emporia State University*

August, 2015

React – The Complete Guide (v.1), *Udemy.com*

December, 2020

The Complete JavaScript Course – Beginner to Professional, *Udemy.com*

October, 2019

PROJECT WORK

Treasure Hunt Game | Frontend Developer | [live](#) | [github](#)

2020

A single page React game application

- Created using React, CSS modules and Context API.
- Concept: A “press-your-luck” style game, designed to encourage the player to find randomly generated treasure tiles, while avoiding obstacles. High score is tied to currency.
- Getting halfway through a React tutorial I applied what I had learned to develop a simple game app, using React hooks, and context to manage app-wide state. All aspects except for a button library CSS library and a randomization algorithm were developed independently.

PPRx | Frontend Developer | [github](#)

2021

A drag and drop outline app to help help students write research papers

- React, Material-UI, Context API.

- Concept: users write or copy/paste content into predefined inputs. Those inputs can then be edited or moved, and upon completion, a finalized Word doc is downloadable, which helps in constructing research papers.
- Functionality: User input updates context objects, which then allows user to output a usable document for assignments or further manipulation outside of web app.

Stream Counter | Frontend Developer | [live](#) | [github](#)

2021

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

- Created using React, Material-UI, Google fonts, and Context API
- Concept: A simple counter app which allows for the user to change various aspects of the counter window, including font, color, and size.
- Needing a simple solution for an online streaming service, instead of the verbose and complicated options that were not available on mobile or mac, I developed a simple web app to serve the same purpose across platforms.