

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 ES7, HTML5, CSS3, Bootstrap, Material-UI, Git
- **Exposure:** Redux, MongoDB, Node.js, Express, Firebase, Sass

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.

PPRx | Productivity App | [github](#) 2021

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

- React, Material-UI, Firebase Real-Time database. Work in Progress.
- Using Material-UI inputs, the user can input data, and submit it to a Firebase database. Future functionality will allow for downloading of a Word document, which will be the finalized outline of their project.

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 user-interface as a webapp allowed cross-platform usage and better user experience than other available options.