**Education**

Oklahoma Christian University

Gaming Animation/Interactive Design BFA

December 2011

**Personality Traits and Strengths**  
Listener  
Patient  
Careful, steady, & hard working

Can handle criticism and feedback

Willing to learn new things

Positive attitude

**Career Goals/Values**

I hope to find a job that is stable, yet can provide a range of challenges that will continue to allow for growth as a developer. I want to problem-solve and write clean, easy to read code. I value doing something right (focusing on good long-term results) over doing a quick fix that will create technical debt. I want to work with a team that promotes collaboration over competition. I strive to acknowledge my areas of weakness and ask for help when needed.

**Software Skills - level**

Photoshop - *strong*

HTML – *strong*   
CSS – *strong*   
JavaScript – *intermediate*   
GIT – *intermediate*

PHP – *beginner*  
LESS – *beginner*

**Work History***Aug 10th 2015 – present***UI/Frontend Developer**Paycom *Mar. 25th 2013 – Aug. 7th 2015***Graphic Designer** (*8/1/2014 – 8/6/2015*)**Technical Artist** (*10/28/2013 - 8/1/2014*)**Gaming Intern** (*3/25/2013 - 10/28/2013*)Quibids, LLC

**References available upon request**