## Maury T. Líndo

portfolio: cagedcrown.com | email: mo@cagedcrown.com | github: github.com/cagedcrown

Multimedia artist turned full-stack web developer who aims to create visually stunning and interactive websites. Insatiable learner who has a passion for JavaScript, Ruby, and personal growth. Proven ability to work in a team setting while being able to prioritize work.

Languages: JavaScript, Ruby, HTML/CSS
Frameworks: Ruby on Rails, Angular

Database Tools: SQL, PostgreSQL, ActiveRecord

Libraries: jQuery, Sass, React

Design: After Effects, Photoshop, Illustrator

## Experience

**LivingSocial**Software Engineer
Jun 2015 - Mar 2016

Tasked with updating and improving LivingSocial's Merchant Portal while on the Merchant Center team. Duties include:

- → Collaborating with UX and Marketing departments to create high quality site updates and redesigns
- → Estimating effort/risk for new features and projects and providing reports/recommendations to management
- → Being on the On-Call Rotation for Merchant Center
- → Releasing new versions of custom livingsocial gems
- → Responsive UI for mobile and tablet screens

**General Assembly**Web Development Immersive
Nov 2014 - Mar 2015

Full-Stack web development program focused on common best practices in object-oriented programming, MVC frameworks, data modeling, and test-driven development. Developed a portfolio of individually focused and collaboratively focused projects.

VueCare Media, LLC Multimedia Producer May 2013 - Oct 2014 Created patient education content through the use of scientific animations and broadcast-quality motion design.

- → Web Design/Development
- → 2D and 3D Animation
- → Graphic Design
- → UI/UX Design
- → iPad App Development

RSM Consulting, LLC 3D Animation Intern May 2012 - May 2013 Create, direct, assist, and review the production of 3D computer animated educational videos, which were related to risk management.

- → Adobe Photoshop, After Effects, Premiere Pro, and Audition
- → Autodesk Maya

## Education

General Assembly - Web Development Immersive (November 2014 - February 2015)

University of Maryland, Baltimore County - BFA Interactive Media/Animation (August 2011 - May 2013)

Prince George's Community College - Graphic Design (Jan 2009 - May 2011)

## Talks

Scalable Vector Graphics and Visual Storytelling - WDI @ GA (February 2015)