CAILA BRIDGES

WEB DEVELOPER

PERSONAL INFORMATION

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https://github.com/cailabridges
https://cailabridges.github.io/

HARD SKILLS

HTML + CSS

Javascript (React/Node/MongoDB)

Python

BIM/3D Modeling

Schematic + Technical Design

SOFT SKILLS

Conflict Resolution

Prioritization + Time management

Creative Thinking

Collaboration

Adaptability

Innovative and passionate rising web developer that devises powerful web experiences showcasing technical skills and thoughtful design. Determined and motivated to explore solutions that will embolden the user experience. Enthusiastic to increase my breadth of knowledge and to grow as a developer.

EDUCATION

Bachelor of Environmental Design in Architecture
Minor in Landscape Architecture
North Carolina State University

Relevant coursework: Architecture Construction Systems, Arch Design: Technical, Contemporary Architecture

WORK EXPERIENCE

Design Professional   03.2023 - present
EwingCole

- Proficiently utilized Building Information Modeling (BIM) and 3D modeling software to create detailed and accurate architectural representations.

- Successfully managed the transition of designs from conceptualization in the initial schematic design to detailed documentation in the final construction phase.

- Collaborated closely with multi-disciplinary teams, offering creative insights and technical expertise that significantly enhanced the overall quality and progression of projects.

Architectural Design Intern   09.2022- 03.2023
310 Architecture + Interiors

- Developed a strong command of the 3D modeling software and utilized advanced software tools to create detailed architectural models and realistic renderings.

- Analyzed and resolved architectural design challenges, demonstrating analytical thinking and creativity.

- Worked closely with senior architects to refine and enhance architectural designs and drawing sets. Demonstrated strong teamwork and communication skills, ensuring seamless collaboration within a multidisciplinary team.

RELEVANT PROJECTS

Python Application   10.2023
Mamba Game
Software: Python

- Created an interactive Python-based game, Mamba, incorporating movement mechanics, collision detection, and scoring systems to enhance user engagement.

- Integrated educational elements by displaying fun facts about snakes, fostering learning through gameplay and providing an enriching experience for players.

- Utilized libraries like PIL (Pillow) for image handling and classes for object-oriented game development, showcasing advanced Python skills in game design.

Web Application   07.2022
Living Histories: Kefalonia, Greece
Software: HTML, CSS, Adobe CC

- Developed a historical website application to document oral histories and cultural practices of Kefalonia, Greece residents.

- Deployed HTML and Adobe XD to provide a UI design accessible to the Island's demographics.

- Collaborated with a team to create a dynamic user experience includes a location-based organization labels, embedded video interviews and Greek/English translation capabilities.