# **CAMERON BARBA**

### Developer and Designer

Temecula, CA (951) 365 - 4900 cameronbarba.me cbarb008@ucr.edu

#### **EDUCATION**

## BS - COMPUTER SCIENCE

2018 - present

#### **BA - ENGLISH**

2016-2018

#### **OREGON STATE UNIVERSITY**

In Progress

### UNIVERSITY OF CALIFORNIA, RIVERSIDE

Studied English Literature and the Life Science Core curriculum.

#### **EXPERIENCE**

### WEB DESIGNER / DEVELOPER

2017 - present

#### **FREELANCE**

- Utilized tools such as Adobe Creative Suite, Keynote, and Sketch to design and prototype.
- Used Javascript / HTML5 / CSS3 to develop cross-browser, responsive websites.
- Used frameworks such as Bootstrap and Foundation when appropriate for fast prototyping.
- Used version control (git) to maintain code.

#### **LEARNING ASSISTANT**

APR 2018 - JUN 2018

### UNIVERSITY OF CALIFORNIA, RIVERSIDE

- Recruited by the Learning Assistant Program after successfully completing BIOL5A to teach an Intro to Biology course alongside Teaching Assistants.
- Attended pedagogy seminars in order to learn optimal teaching practices as a near-peer educator in a science course.

#### **ASSISTANT MANAGER**

2016 - 2017

#### **ANGEL VIEW**

- Trained, supervised, and motivated the Head Cashier and store clerk staff with consistency and fair appropriate behavior as directed by the Store Manager.
- Trained and supervised volunteer staff and maintained associated documentation as dictated by assigned organization in a timely manner.
- Ensured that daily receipts were reconciled and deposited on a timely basis according to company guidelines.

#### **PROJECTS**

#### **GHIBILI GUESSING GAME**

Javascript / HTML5 / CSS3

- The project connects to the Studio Ghibli API and fills guessing card and multiple choice options with Studio Ghibli movie titles and descriptions.

#### FINISH THE SQUARE

C+

- Exercise in Object Oriented Programming concepts.
- Created a class that represents a 10X10 grid where a token may be placed at any coordinates. The class contains a number of methods. One of which returns the number of squares created when placing a token (only four corners needed for a square) .

#### **RETROGRADE.WTF**

Javascript / HTML5 / CSS3

- Utilized p5.js to create 3d visual of moon to serve as focal point of site.
- Connected to a simple API to reveal if Mercury is in retrograde at the moment.

#### **PORTFOLIO SITE**

Javascript / HTML5 / CSS3 / P5.js url: cameronbarba.me

- Portfolio page showcasing design/dev work.

#### **SKILLS**

HTML5 CSS3 JAVASCRIPT C++ P5.JS PHOTOSHOP ILLUSTRATOR PREMIERE PRO