Camila Carvajal

CONTACT

P: 209.423.7240
E: camilacarvajalw@gmail.com

Hello there! I am a programmer and designer looking to make an impact on the world of web. I've developed websites on multiple platforms, designed and developed games from scratch, and worked with tons of talented people. I think we'd make a great team!

TECHNICAL SKILLS

Programming Languages: JavaScript, CSS3, HTML5, C#, C++, and Ruby

Libraries & Frameworks: JQuery, SASS, LESS, Knockout, Backbone, Handlebars, HAML

Tools: Git, Grunt, Scrum, Craft CMS, Unity, Illustrator, Wordpress, Squarespace

EXPERIENCE

Freelance Web Developer
Stellar Studios
February 2018 - Present

- Designed and developed modern, responsive, web pages for various clients and events, from the ground up
- Used Squarespace, and splashthat.com to quickly get fully customised splash pages that were easy for clients to use

Frontend Web Developer
Perfect World Entertainment
March. 2016 - Present

- Used Backbone, Less, Jquery and various other Frontend technologies to completely develop gogigantic.com
- Turned high level mockups into responsive & optimized splash pages on Arcgames.com which has millions of views a month
- Used Ruby to automate Frontend tests to quickly find and fix problems
- Completely refactored old JS and CSS on our billing website and used various optimization strategies to significantly improve performance
- Worked to create coding guidelines for web development team to ensure code was DRY, modularized and as lightweight as possible

Frontend Web Developer
Fyber Inc.
Sept. 2014 - March. 2016

- Transformed mock-ups from Fyber design team into modularized code, to completely redesign Fyber.com using GruntJS, SASS, Git & Handlebars.
- Collaborated with design team to ensure all online material was optimized for web, would gracefully degrade and was accessible to all.
- Completely managed design and developed UI for internal demand portal by creating a custom wordpress template.
- Setup and extensively used Git as version control system.

Performance Testing Engineer Intern
Nvidia
Jan. 2014 - Sept. 2014

- Automated mobile device performance tests by writing Perl scripts
- Analyzed power consumption and performance data for NVIDIA Tegra and competitor devices
- Effectively communicated results and problems to marketing team and software engineers

EDUCATION

University of the Pacific
Dec. 2013
GPA 3.5

B.S. in Computer Science
Concentration in Games and Simulations
Minor in Graphic Design