



CHAS McKEOWN developer/designer

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EMPLOYMENT

MORNING TIMES (2011-2016)

Barista, food runner, and cashier responsible for all moneys handled at the end of the shift. But the heart of the job was playing an active role in the community by treating customers how I would want to be treated and honestly listening to them.
customer service / barista

HELIOS (2008-2011)

Barista, cashier, serving people graciously and friendly. Learned the art of making good coffee. More importantly, I had the priviledge of working with a great team and made some great relationships. In turn, I started to feel connected to the local community in downtown Raleigh.
barista / customer service

PORT CITY JAVA (2004-2006)

Barista, cashier, responsible for all moneys at the end of the day.
barista / customer service

YMCA (1999-2004)

Youth activities program director for a summer, and a full time counselor for the year round program. Responsibilities included programming the entire week of activities for the summer camp, including running the morning assemblies and all structured activities throughout the day. As a full time counselor, I built relationships with the campers and took responsibility for their well being while at the camp.
program director / counselor

EDUCATION

THE IRON YARD

Recent graduate from a three month immersive program studying UI development and design.

WAKE TECHNICAL COLLEGE

Enrolled in the web development and graphic design programs for three years.

EAST CAROLINA UNIVERSITY

Studied communications for three years at East Carolina University.

PROJECTS

BIKE MD

A web application designed to foster a community of motorcycle techs in order to assist each other with troubleshooting. Worked on on a team of three as the lead front-end developer. MVP was the short term goal. Future deployment is the end goal.
*lead front end developer
assistant designer*

Tools used: HTML5, CSS3, SASS, jQuery, Git, Github, Trello

BRANCHLESS BANK

A mobile application design for a hypothetical online only bank. Constructed two user flows and came up with some wireframes, mockups and prototypes based on those.
designed all wireframing, mockups, and prototypes

Tools used: Illustrator, Photoshop, Invision

GOODREADS

A redesign of the bookshelf page of the goodreads website. Designed a new logo, cleaned up the page and added space.
handled all front-end design and development

Tools used: HTML5, CSS3, SASS, jQuery, Git, Github

ADVENTURE HACKATHON

Part of a group that consisted of three UI designers / developers and two back end developers. Conceptualized, designed and implemented a choose your own adventure website all in the span of two days.
collaberated in the design and front end development.

Tools used: HTML5, CSS3, SASS, jQuery, Git, Github, Trello

SKILLS

HTML5	GIT	FRONT-END DEVELOPMENT
CSS3	GITHUB	USER FOCUSED DESIGN
SASS	ILLUSTRATOR	RESPONSIVE DESIGN
BOOTSTRAP	PHOTOSHOP	WIREFRAMING
JQUERY	INVISION	PROTOTYPING