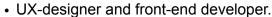
EMILY MONTE CALVO UI/UX DESIGNER



ABOUT ME 🖎



- Skilled in JavaScript, React, wire-framing, Bachelor of Science mobile design and agile processes.
- Excited to create beautiful user experiences, write clean code and learn new frameworks and tools.

CONTACT



Portfolio:

www.emilymontecalvo.com

EDUCATION

University of San Francisco

August 2015

Web Development

Thinkful January 2017 Major: Management

Full-stack programming course focusing on JavaScript, NodeJS. ReactJS, Redux, MongoDB, Responsive Design, TDD.

Algorithms and Scalability

Scrum Alliance

Certified ScrumMaster (CSM)

December 2014-present



Github:

https://github.com/ emontecalvo

LinkedIn:

https://www.linkedin.com/in/ emily-monte-calvo-213b2667



Email:

emilymontecalvo@gmail.com







JavaScript, Ruby, HTML5, CSS3



Phone:

206-799-8129



Address:

3240 Peralta St. #16 Oakland, CA 94608

SKILLS and **FRAMEWORKS**







UX-design, Wireframes, Icon Design, Logo Design, User Personas, Mockups, NodeJS, ReactJS, Redux, Express. MongoDB, Phaser, Unity, Git, Test-Driven Development, Sketch, SVG **Animations**

EXPERIENCE

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· Available on the Android store.

raise first round of funding.

- Created and launched under the challenge of learning a new framework in one week with Phaser, JavaScript, HTML, CSS, IntelXDK and Cordova.
- Rapid user-research before and after alpha-launch.
- Wireframes, user-personas, thumbnails, splash pages and icons created using Sketch.

BREAKR

- · Primarily responsible for the front-end design in this full-stack app.
- · Built as part of a distributed team using ReactJS, Redux, NodeJS, Express and MongoDB.

RESPONSIBILIPUPPY

• Front-end game created using React, Redux and SVG Animations.

UI/UX APPRENTICE

Chaos Frolic Oakland, CA

January 2015-July 2016

- · Wireframes, sticker-designs and logo designs helped win over difficult stakeholders and
- User personas helped developer empathize and focus on user goals.
- Identified usability and data-visualization issues through testing.
- UI and level design for 2D and 3D game-play in Unity.

BUSINESS DEVELOPMENT COORDINATOR

Griddig, Inc. San Francisco, CA May-September 2014

- Researched and communicated with seed-funding companies to raise funding for startup.
- Wrote advertisements for Vertical Response and other email campaigns.
- Identified usability issues through testing and Google Analytics.

