

# Maria Deslis

Developer • Designer

Creator

## Summary

I'm a revolutionary software engineer and artist looking to create front-end game designs. I have three years' experience programming, and a year of teaching and game design experience. I am seeking a position where I can apply my seamless creative, technical, and communication skills to develop intuitive and inviting features in applications.

#### **Experience**

Spring 2020 CU Boulder, ATLAS

Boulder, Co

Adjunct Lecturer

Introduces foundational principles, practices and methods of design. Emphasizes design as creative problem solving tool. Through lectures, discussion and creative projects, students will gain familiarity with diverse applications and

#### May 2019 - Jan 2020

Kelvin, Inc. Louisville, Co Project: Add, maintain, and clean up UI/UX for custom embedded software

Tools: Sketch, Zeplin, Invision, and Adobe Creative Suite

#### Education

#### CU Boulder

Master of Science Creative Technology and Design

May 2020

#### Spring 20 | 8, Spring 20 | 9 Colorado School of Mines

Golden, Co

#### Adjunct Professor

UI/UX Design Intern

**Project:** Taught C++ to students across all majors.

Translated technical ideas into words to students from diverse technical

background.

Tools: C++, SFML, OOP, I/O programming

## Colorado School of Mines Bachelor of Science

Math and Computer Science

December 2014

Mar 2016 - Apr 2017 Clean Energy Collective

Louisville, Co

#### Full Stack .NET Developer

Project: The primary mid-level developer, working closely with stakeholders, performing solar power black box data analysis for utilities invoicing.

Mentored developers to create Android versions of the internal & external applications.

Performed defect analysis and code rework using debugging tools.

Tools: C#, SQL, Angular JS, Android API

#### **Skills**

#### Code

JavaScript Jekyll Fortran

Jan 2015 - Mar 2016 Tyler Technologies

Golden, Co

**─** UI/UX 3D Printing — Games Jan 2014 - Mar 2014

LDS Executive Coaching

Superior, Co

#### Design

Prototyping -

#### Full Stack Software Developer

**Project:** Junior developer, working closely with stakeholders to parcel tax management software used nationwide. Performed defect analysis, code rework and new features code.

Tools: C#, SQL

# Web Designer and Developer Project: Extensive web development for interactive

client website with even focus on front- and back-end development. The final site allowed old and new clientele to reach my client.

Tools: HTML, CSS, Javascript, PHP]

## Languages



