**Frank Schiller**

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<http://www.schillerdesigns.me/>

**Objective:** Professional experience in Web/UX design and development

**Education:** *University of Central Florida,* Orlando FL

B.A. in Digital Media: Web Design 3.2 G.P.A. Exp. grad. date: May 2018

**Qualifications:**

Skills: Creative, semantic design, critical thinking, team oriented, time management, self-motivated

**Programs and Systems:**

Mac OS X and Windows Jenkins CI GitHub

Bit Bucket Git Kraken Wordpress Adobe Photoshop Adobe Illustrator

**Computer Languages:**JavaScript, React, Redux, VueJS, Angular2, Git, JSON, PHP, MySQL, Apache, Linux, Ansible, Terminal, Bootstrap, PureCSS, Materialize, CSS3, HTML5, XML

**Social Media Platforms:** [LinkedIn](https://www.linkedin.com/in/schillerfrank/), [Facebook](https://www.facebook.com/Frankle12), [Twitter](https://twitter.com/gananciasmusic)

**Experience:**

University of Central Florida • Web Developer Intern Jul. 2017 to present

Created automatic deployment scripts utilizing PHP, MySQL, Apache, Terminal, and Linux using Ansible as a platform. These deployment scripts were used to trigger and deploy jobs automatically through the CI system Jenkins. Many of these scripts dealt with fixing user permissions, creating backups, and heavily for testing purposes on The University of Central Florida’s main website domains. Our team utilized the Git Flow method in order to keep our code clean, concise, and free from most errors before reaching production.

Max Media Digital Network • Web Design Intern Jan. 2017 to Apr. 2017 Responsible for helping the lead web developer build various websites for a multitude of clients using Wordpress as a platform and Divi for theming. Throughout the internship program I built entire landing pages, contact pages, about us pages, image galleries, Snapchat filters, and learned how to use many Wordpress plugins such as WooCommerce, Jetpack, Yoast, and IFTTT.

Freelance Work

As a side gig, I do freelancing in my free time. Most of my freelance work consists of building websites for clients through the utilization of Wordpress and some of its associated plugins like WooCommerce and Yoast. I also deal with migrating clients hosting packages to different services.

**Projects:**

***React Video Player:*** The purpose of this project was to exercise my working knowledge with React in order to build a video player utilizing the Youtube API. Some of the practices I applied in this project are JSX, ES6 import statements, component instances, component classes, export statements, user events, and state.

***VueJS Game****:* Utilizing practices like two-way data binding, style-binding, v-for, v-if, etc. I built a browser based game in the JavaScript framework VueJS. The game is turned based, reminiscent of Pokemon. The player has four abilities, attack, special attack, heal, or give up. Each ability has their own function which manipulates the data properties in order to calculate damage done. I created a stats section that logs what round the player is currently on as well as how much damage both the monster and player incurred during the round utilizing unshift() and some style bindings.

***PHP Content Management System:*** Developed a simple content management system utilizing PHP and MySQL. The content management system was built for the purpose of creating video game reviews. The system uses search, input, and delete queries written in the PHP MySQLi extension format. The system manages multiple user accounts as well as an admin account. When a user is logged in they are displayed a page that’s unique to that specific user utilizing multiple search queries to determine which user is which. They then have the ability to insert new game reviews by entering the title, review, and rating of the game. Once submitted, the game review is inserted into the MySQL database and displayed to the page through use of insert and search queries. The admin account has the ability to do everything a normal user does with the added bonus of being able to delete other users reviews utilizing delete queries within PHP.

***JS Platformer Game****:*  Built a platformer game utilizing mechanics, such as document object model collision detection, user input through arrow keys and spacebar, enemy interactions death animations, and coin collecting utilizing DOM manipulation in JavaScript.

***jQuery To-Do List:***Using HTML5 and CSS3, I created and styled a tip calculator application that users can use to determine how much money they should tip their food server. Using jQuery I created the algorithm for determining the tip amount based on the quality of service, total bill amount, and even if splitting the bill multiple ways.

Visit examples of these projects code at:<https://github.com/frankles12>

2014 to 2017