

Franklin Tejada

Front-End Developer

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Professional Summary

Creative and detail-oriented Web Designer with strong technical expertise in HTML, CSS, JavaScript, React, and CMS platforms, combined with experience in UX/UI design, content management, and digital asset production. Skilled in cross-functional collaboration, project coordination, and delivering engaging digital experiences for diverse audiences. Bilingual (English/Spanish) with a proven ability to merge design and functionality for maximum impact.

Core Competencies

- **Front-End Development:** React.js, JavaScript (ES6+), HTML5, CSS3, TailwindCSS.
- **Back-End Knowledge:** Node.js, Express.js, MongoDB
- **UX/UI:** Wireframing, Prototyping, Accessibility Standards, User Testing
- **Version Control:** Git, GitHub.
- **Content Management:** SharePoint, WordPress.
- **Project Tools:** Jira, Notion, Trello.
- **Creative tools:** Adobe Suite (Photoshop, Illustrator, XD), After Effects, Figma.
- **Languages:** English (C1), Spanish (Native).

Education:

Diploma, **Interactive Media Developer** | Camosun College | Sept 2024

Diploma, **Project Formulation** | SENA | Sept 2015

Professional Experience:

Community Relations Assistant & Digital Media Developer

Berwick Retirement Communities – Victoria, BC | Apr 2025 – Present

- Manage digital content for internal communications, newsletters, and promotional campaigns.

- Create multimedia content including images, video, and audio for both internal and public-facing channels.
- Utilize SharePoint and task management tools to coordinate projects and deliverables.

Freelance Media and Web Developer – Victoria, BC | Sept 2022– Present

- Design and develop responsive websites using HTML, CSS, JavaScript, React, and CMS platforms
- Implement SEO strategies, optimize performance, and ensure cross-browser compatibility.

Key Achievements: Increased client website traffic by an average of 25% through optimized designs and performance tuning.

- Produce UX-focused prototypes and wireframes to guide development.
- Maintain client websites with regular content updates and enhancements.

Interactive Media Developer (VR/3D Simulation Projects) Skills Canada BC – Volunteer Developer | Sep 2024– Dec 2024

- Spearheaded the development of a **Public Speaking Simulator** in virtual reality, from conceptualization to deployment
- Designed immersive **VR scenarios** and gameplay mechanics, ensuring engaging and realistic user experiences.
- Programmed and implemented core logic using **Unity (C#)** and **XR Interaction Toolkit**, integrating advanced features such as hand and head tracking.
- Incorporated **voice recognition technology** to detect and analyze filler words, enhancing the training experience.

References

Available upon request