Geraldine Ragsac

Front-End Software Engineer

email: hello@geraldiner.com | portfolio: geraldiner.com | linkedin: in/geraldiner | github: @geraldiner

WORK EXPERIENCE

Full-Stack Web Developer @ 100Devs
Mar 2021 – Present | Remote
- Designed and developed front-end and back-end web applications from concept to completion
- Collaborated with peer developers to build modern and responsive full-stack web applications using best practices

Recent Projects
- **Dev Streams (React Web App)**: A curated list of Twitch streams featuring live coding and development. [Live] [Code]
- **Where's the Magic? (Full-Stack Web App)**: A list of all the movies deemed "magical" in a Reddit thread, ranked by the number of upvotes with movie data from the MovieDB API. [Live] [Code]
- **Habit Reset (Full-Stack Web App)**: Users can log in with their Google account to find a list of habits they're trying to change. They can add new habits through an input, and then edit or delete any existing habits. [Live] [Code]

Graphic Designer & Web Developer @ Shepherd Research Lab
Mar 2019 – Present | Honolulu, HI
- Established the lab's online presence in WordPress, using built-in technologies and additional HTML, CSS, and JavaScript for customization and personalization
- Curated and developed the lab's knowledge base, using the institution's existing Google Sites template and documentation
- Spearheaded efforts in branding, copywriting, and web design for the International Breast Density Workshop with 200+ attendees over a 3-day event
- Created social media content on Facebook and Instagram for study recruitment and lab sales
- Trained in DXA scan analysis, working closely with the lab's DXA experts to learn as much as possible and ensure high-quality analysis and data quality control

Key Accomplishments
- Doubled the amount of lab customers and study participants seen per month
- Increased the number of new requests for collaboration by at least 3-5 inquiries
- Increased efficiency and reduced time taken in onboarding new members

Digital Artist @ The Girl Who Sees
Jan 2018 – Oct 2018 | Remote
- Created digital in-game art assets using Adobe Photoshop and Illustrator to match the game's existing art style

SKILLS

Programming Languages
HTML, CSS, JavaScript (ES6), Python

Libraries & Frameworks
Bootstrap, NodeJS, ExpressJS, React

Tools & Platforms
VS Code, Git, GitHub, Heroku, MongoDB

User-Centered Design
UX/UI Design, Sketching, Ideation, Wireframes, Prototyping, Graphic Design, Visual Design

Design Tools
Adobe Illustrator, Adobe Photoshop, Figma

EDUCATION

B.S. Human Centered Design & Engineering @ University of Washington
2011 – 2015 | Seattle, WA

VOLUNTEER EXPERIENCE

Volunteer @ James Campbell High School
Aug 2017 – Present | Ewa Beach, HI
Regular volunteer as mock interviewer and Science Fair judge