

# Gracie Lundell

# Junior Web Developer in Portland, OR

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# **Technical Skills**

CSS/Sass

**JavaScript** 

**jQuery** 

HTML<sub>5</sub>

Ember.js

Handlebars

Git

# Design Skills

InVision

SketchApp

Wireframing

**Prototyping** 

UX/UI

### **PROJECTS**

**GROW** — *Gardening App* MAY 2016

An app designed to help backyard farmers track their garden's progress, with journal and calendar features. The app was wireframed and designed using Apple's SketchApp. Functionality was added through the web application, InVision.

#### **EDUCATION**

**Epicodus,** Portland, Or *Front-end Web Design*JANUARY 2016 - JULY 2016

A vocational school for junior software developers where I studied JavaScript with a focus on CSS, Web Design, and User Experience for front-end web development.

Portland Community College, Portland, Or

Associate's Degree in General Studies SEPTEMBER 2012 - JUNE 2015

GPA: 3.5

## **EXPERIENCE**

Black Tower Entertainment — Remote Intern

JUNE 2016 - JULY 2016

A five-week internship where I focused on CSS/Sass and Ember.js for the soon-to-be released web game, *Iron Vice*. My responsibilities included managing the redesign for the lobby menu page, including wireframes, working with the client to understand their vision, writing Sass, and converying information between components using Handlebars.

**Cafe 26,** Veneta, OR — *Staff Coordinator and Booth Manager* JULY 2010 - JULY 2016

Staff coordinator and booth manager. My main responsibilities require a high attention to detail and organization. Responsibilities include: checking staff registration, maintaining a professional relationship with those in charge of camping passes, customer service, cashier.

**Ruby Jewel, Portland, OR** — *Catering Staff* MAY 2013 - SEPTEMBER 2015

Member of the catering staff. Responsibilities included packing all equipment and product for events, as well as driving the delivery van and dropping off and picking up supplies for other members of the staff.