



Gracie Lundell

Product Engineer in Portland, OR

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Technical Skills

CSS3/Sass
JavaScript
HTML5
Git
Pug (Jade)

Frameworks

Ember.js
Vue.js
Materialize
Bootstrap

Design Skills

Wireframing
Prototyping
Product Architecture
Responsive Design
UX/UI

Design Tools

Webflow
inVision
Sketch

PROJECTS

Cafe 26 — *Restaurant Website*
MAY 2017

A static webpage created as a client website for a locally-owned food booth at the Oregon Country Fair. The site is built using the Material Design components library.

Grow — *Gardening App*
MAY 2017

Grow began as a gardening app to help people keep track of their gardens. This project compares my work and designs from last year to what I have learned in the past year while working for a startup where I got a extensive education in designing wireframes, project systems, and prototyping. It is an examination of my UX and design practices and focuses on user interactions .

Scout — *Social Media App*
MAY 2016

A social media app designed to help users explore new cities. I worked with a team and lead the design of the user experience, logo, and main interactions for the site.

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. I gained pair-programming skills, and learned how to collaborate and communicate with others.

EXPERIENCE

Fyre Media — *Jr. Product Engineer*
SEPTEMBER 2016 - MAY 2017

As member of the Product Team, I worked closely with other designers and developers on multiple aspects of the booking platform to implement the core feature set.

- Contributed to the component library using Vue.js, Materialize, and Pug
- Wireframed the structure of the key feature of the product using Sketch
- Built and maintained prototypes using Invision.

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*:

- Managed and implemented the redesign for the lobby menu page
- Designed wireframes and lead discussions with the client to understand their vision,
- Built out the decided-upon design using Sass in conjunction with existing components built in the Ember.js framework.

Portland Community College, Portland, Or
Associate's Degree in General Studies
SEPTEMBER 2012 - JUNE 2015

GPA: 3.5