

# Honz Williams

she/they

ARTIST & SOFTWARE ENGINEER

I'm an artist and software engineer proficient in Front-End development specializing in React. With 8+ years as an illustrator and an eye for design, I have very high standards for beautiful and functional websites. I also have ~15 years experience in the service industry which ensures my ability to connect with and satisfy clients. Although I am well-practiced at working independently, I believe that I thrive when collaborating with a team that shares a similar ethos but has different perspectives.

## SKILLS

### Front-End:

JavaScript ES6, ReactJS, React Native, React Hooks, Redux, jQuery, HTML5, Flexbox, Bootstrap, and CSS3

### Back-End:

Node.js, MongoDB, PostgreSQL, Knex, and Express

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[portfolio](#)

Brooklyn, NY



## PROJECTS

### Personal Website | [Code](#)

- A project built with React to demonstrate my engineering, art experiences and projects
- Without using Bootstrap or other layout-ready libraries, prioritized responsive pages using Flexbox and patience
- Created many components with sister CSS files and inline styling

### Reservation App | [Code](#) | [Deployed App](#)

- A platform to create tables & create, edit, delete, & seat reservations
- A mobile-first development and responsive website using React
- Used state effectively over multiple components

## EDUCATION

### Software Engineering, Full-Stack

Thinkful Engineering Bootcamp | 2022

### Bachelor of Fine Arts: Painting & Illustration

Rocky Mountain College of Art & Design - Denver, CO

Paris College of Art - Paris, France | 2015

## EXPERIENCE

### Freelance Illustrator, Content Creator & Social Media Manager

Kenneth Play LLC | Brooklyn, NY

January 2020 - August 2021

- Created visual and informative graphics, illustrations, and promotional content for client's upcoming book and social media platforms
- Resurrected client's social media presence, creating a consistent and cohesive aesthetic while organically increasing [Instagram] follower count by over 300%

### Freelance Illustrator

Zhana Vrangalova, PhD | Brooklyn, NY

October 2020 - December 2020

- Developed illustrations for all 17 modules of an educational sex and relationship course starting from conceptualization stages and sketches to finalized design
- Created 2D graphics, gifs, and animations utilizing Photoshop and Procreate focused on clients branding, aesthetic, and ideology

### Taproom Manager

Singlecut Beersmiths | Queens, NY

September 2018 - January 2020

- Managed taproom social media and marketing while creating graphics and illustrations using brand aesthetics
- Planned, coordinated, and book-kept all in-house events