Terra Claycamp

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SKILLS:

JavaScript :CSS :React.js :HTML :Ruby :Rails :Node.js :Full-Stack Development :API :MongoDB :Mongoose :Django :Git :Microsoft Office Suit :Adobe Creative Suite :Maya :MEL Scripting :Vicon Blade :Blade Script :Houdini

PROJECTS:

- **Geeky Weather** - an app that takes input and returns the requested city's current weather, a geeky planet that has similar weather, and a small quip. jQuery, Open Weather API, HTML5 CSS
- **Sunshine Smoothies** - an e-commerce application that lets users shop for smoothies, create, and edit their own smoothies. React.js MongoDB, Mongoose, Heroku, HTML5 CSS

EXPERIENCE:

General Assembly   **Remote, Immersive**
Software Engineer Fellow   *Sep 2021 - Dec 2021*

- Participated in an intensive full-time 3 month course to gain expertise in modern software development and best practices
- Built multiple full-stack applications using HTML, JavaScript, React.js, Heroku, Ruby on Rails, Mongoose, independently and in collaboration with other developers
- Reviewed peers code to assist with troubleshooting and offer suggestions for future project iterations

Revolution Global,   **Abingdon, MD**
Product Specialist   *Jan 2020 - Feb 2021*

- Helped patients find the appropriate medical cannabis product by working with clinical director
- Conducted independent research to further my own understanding of the medicine, become a product expert, and offer specialized recommendations

Starbucks Coffee Co. Gaithersburg,   **Lutherville/Timonium, MD**
Barista, Shift Supervisor   *May 2011-Feb 2020*

- Achieved Coffee Master Certification
- Became barista trainer and a point person for knowledge of product and policy
- Learned to handle and adapt to the challenges of a drive thru situation. Earned reputation as a dependable worker, good with customers
- Solved customer problems and meet customer needs while upholding company policy
- Enthusiastically promoted store products and achieved record sales for district during special Frappuccino promotional event

Motus Digital,   **Plano, TX**
Motion Capture Technician   *Sep 2010-Mar 2011*
Motion Capture Intern   *Jun 2010-Sep 2010*

- Helped developed bleeding edge technology, for real-time facial capture and animation
- Met client needs in a timely fashion by writing scripts for diverse 3-D animation software programs (Maya, MotionBuilder, Vicon Blade)
- Actively involved in the production of Star Wars Kinect for the xBox 360
  - Built various rigs/sets for use by actors ;Ran motion capture system
- Set up and calibrated cameras for the motion capture system
- Performed data reconstruction on motion capture data (Vicon iQ and Vicon Blade)
- Applied solved animations to 3-D characters (MotionBuilder), Worked on motion capture of an animal project

EDUCATION:

General Assembly Immersive, Online   *Software Engineering, Dec 2021*
Savannah College of Art and Design, Savannah, GA   *BFA, Jun 2010*
Major: Visual Effects   Minor: Technical Direction