

# Jacq Kirkman

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## PROJECTS

### **Pokemon Palettes** (August 2023 - Present)

- Utilized Pokemon **Restful API** to create a color theory quiz game based on Pokemon sprite art
- Implemented **median cut algorithm** to identify color palette types
- Established **AWS-hosted MySQL database** to store palette type information

### **Chef Bop**, [Link](#) (December 2022 - July 2023)

- Revamped **user experience design** to better align with the idea of creating a cool, straightforward cooking app for men in their mid 20s
- Built responsive desktop website in **React** and mobile app in **React Native**

## EXPERIENCE

### **Front End UX Engineer, Rolling Robots** (May 2022 - Present)

- Developed and maintained features for a STEM camps eCommerce website utilizing **React**, **Redux**, and **MongoDB**
- Created a Google Sheets extension that fetches robotics event details and dynamically populates the spreadsheet
- Implemented reusable component library with **Material-UI** improving visual consistency and enabling faster turnaround time
- Introduced methodology for creating feature and codebase documentation using **Github Wiki**

### **Animation Instructor, DigiPen Institute of Technology** (May 2021 - June 2022)

- Designed and instructed lessons for a year long digital art and animation class
- Coordinated with co-teachers to facilitate cross disciplinary game jam resulting in the completion of 12 games over the span of two weeks
- Led career skills workshops for students to learn how to create portfolio websites, write resumes, and project management skills

### **Animation Instructor, Sony Pictures Media Arts Program** (May 2020 - June 2021)

- Collaborated with a team of instructors to provide a free after-school animation program
- Established scholarship program for middle school students and guided them through the application writing process

## EDUCATION & SKILLS

### **North Seattle College** (September 2023 - Present)

- Majoring in Computer Science

### **California Institute of the Arts** (August 2019 - May 2020)

- Majored in Character Animation

**Languages:** JavaScript, HTML, CSS

**Skills and Tools:** React, Node.js, MongoDB, Firebase, Bootstrap, Material-UI, Figma, React Native, Git, GitHub, Agile, Visual Studio, MySQL