

JENNIFER HOLCOMB

UX/UI DEVELOPER

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[LinkedIn](#)  [Github](#) 

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Skills

React.js | JavaScript | HTML | CSS

API's | Firestore | Tailwind | Bootstrap

Figma | Illustrator | Photoshop

Wireframes | Prototypes | Design Systems

Graphic + Product Design | Branding

Accessibility | Research | Testing

Education + Certificates

Full Stack Web Development

Epicodus

Full-time, 27 week program in front and backend development. Built over 70 applications in React.js, JavaScript, C#, HTML5, & CSS. Collaborated through pair programming and team projects.

UX/UI Design

Google

Training in UX design process: research, empathize with users, ideate solutions, wireframes, prototypes, design systems, and usability studies. Proficiency gained in Figma, plus accessibility standards in design.

Section 508 Standards for Web

Homeland Security3

Federal accessibility standards for web.

Bachelor of Arts, Apparel Design

Art Institute, Portland

Associate Degree, General Studies

University of Oregon

Passionate about problem solving and innovative solutions for user interfaces. A creative background with experience in brand identities, logic based approach to building structures, and efficiency throughout development process. Certified front end developer and UX/UI designer, continuing the ethos of designing effective applications, with focus on client and user experience.

Projects

Bend In Spoon | [Github](#)

Dashboard forecasting tool for small restaurants. Tracks occupancy rates for local short term rentals, cost of goods fluctuations, plus weekly breakdown of labor estimates, past sales, weather, events, holidays, and tourism.

Pantry Pro - Case Study

Application designed to improve inventory and invoice management for restaurant owners and operators. Utilizes an AI invoice import tool, plus tackles tedium of inventory data entry, enhancing user engagement.

Experience

Graphic Designer | Freelance | Jan 2017 - present

Created brand identity from company cultures and client input. Devised logo and branding strategies for both in-store and digital. Elevated customer brand awareness through website layout, refreshed employee uniforms, quarterly menus, and interior design. Initiated logo driven merch program.

Full Stack Developer, Internship | SimBco | Summer 2023

Collaborated on mobile/web application for locating wineries. Generated responsive UI code for client and admin in React.js, Ionic and Tailwind styling frameworks, and Feathers to query backend services. Contributed to backend API; wrote hooks using Sequelize to map data from AWS and format parameters for auto-generated emails.

Founder | ok Louise | Aug 2019 - July 2021

Launched a startup leather bag and accessory company. Managed product lifecycle from CAD design to final production. Engineered patterns to maximize yield and reduced waste by 20%. Connected consumers to the brand through website, social media, trade shows, and local boutique displays.

Pattern Maker + Designer | Von Drenik | Aug 2018 - July 2021

Partnered with label Founder on product design and BOM creation (materials, trims, and color). Lead new styles from design through development; process sketching, technical sketching, patterning, prototyping, and construction of samples.