James Hiller
(803) 493-5237

SUMMARY:

- Fast learning and goal-oriented programmer with strong skills in problem solving and application development.
- Bootcamp grad from Tech Talent South with a background in design and visual arts.
- Enjoys working with a team and building great products and especially getting to use creativity and problem-solving skills with new programming languages to develop awesome looking and functioning web applications.
- Professional career development and training development with UX Research, Wireframing, Prototyping, UX Writing and Visual Communication.
- Self-motivated, creative thinking dedicated to learning new technologies trends through active participation in Charlotte IT Meet-ups; Tech Talent South, JavaScript, Girl Develop IT, and UX Design – Charlotte.

TECHNICAL SKILLS:

Front End Tools: Web Design, HTML, UX/UI Design, Ruby on Rails, Git, JavaScript, CSS, Adobe Photoshop, Ruby, Adobe Illustrator

PROFESSIONAL EXPERIENCE:

Tech Talent South, Charlotte, NC   06/2018 – 08/2018
Student

Responsibilities:
- Worked with Tech Talent South in their Code Immersion course to focus career on front-end and back-end Web Development.
- Knowledge of: HTML, CSS, Bootstrap, JavaScript, jQuery, Git, Ruby, Ruby on Rails, and iOS development with Swift.
- Completed Full-Time Code Immersion Full Stack Web Development Program and iOS Development programs.
- Recently completed works on 4 projects ranging from small business web designs to small iOS app development.
- Collaborated with team of Developers to develop web applications, gather requirements and understand their needs and goals for project completion.
- Led project team as Design Lead; mentors more junior (new technology) project team mates on elements of art and principle of design.
- Worked closely with Project Manager and Back-end Developer to establish timelines, design features, key application functions, GitHub request and work hours.
- Utilized Adobe Creative Suits and Sketch for digital wireframing.

Cardinal Newman High School, Columbia, SC   01/2016 – 06/2018
Visual / Digital Arts and Technology Teacher

Responsibilities:
- Developed lessons, curriculum, budget and class schedules.
- Presented classroom curriculum to executive boards to identify goals and objectives for classroom management.
- Led classroom instructional and practical application sessions for Visual Arts, Web Design and Development, Graphic Design, Photography, and Studio Arts.
- Led sessions from concept to implementation using thumbnail ideas, created sketches and mockups to present visual communication of goals and visual of expected project outcome.
- Taught and practiced using sketches and thumbnails to establish a better finished product.
- Empowered creativity to develop different ideas on paper and building on them in
wireframes/prototypes for a better overall project.

Columbia Museum of Art, Columbia, SC   **06/2012 – 02/2015**
Community Programs Manager

Responsibilities:
- Provided many excellent and accessible opportunities for art education in South Carolina by taking art education lessons into the city, county and state to provide greater access and exposure to art to those who might not otherwise have the opportunity.
- The CMA was proud to be serving our community with valuable art education.
- Worked with community partners to bring free weekly and monthly art education to at risk kids across the midlands and surrounding areas.
- Responsible for the install and scheduling of exhibitions in our Education and Community Galleries.

EDUCATION:

Tech Talent South
Code Immersion, iOS Development
May 2018 – August 2018

University of South Carolina
2008 – 2012
Bachelor of Fine Arts - Studio Arts
Art History Minor
President of Printmaking Club
Ed Yaghjian Undergraduate Studio Art Award winner University of South Carolina,