

Skills

Javascript, Ruby, Ruby on Rails, React, Redux, Node, PostgreSQL, MongoDB, GraphQL, HTML, CSS, Adobe Illustrator, Adobe Photoshop

Experience

Associate Software Engineer • Tesla • 2020 - present • Fremont, CA

- Developed multiple pages and screens for Tesla's mobile application using TypeScript and React Native
- Participated in daily agile scrum meetings and demos of ongoing and completed work

Software Engineer, Full-Stack • IMPCT Corporation • 2020 - 2020 • San Francisco, CA

- Created interactive Impct trade platform Figma mockups with custom illustrations done in Adobe Illustrator
- Used React for Impct trade platform development

Assistant Web Developer • University of California • 2018 – 2019 • Santa Cruz, CA

- Implemented university websites and photo gallery widgets using Drupal, WordPress, and Cascade
- Created particle effects and cursor animation for website prototypes using vanilla Javascript
- Designed wireframes and final mockups for splash pages using WordPress, Adobe Illustrator, Adobe Photoshop, and HTML & CSS
- Utilized Jekyll to transform plain HTML & CSS and Markdown into static sites for university event pages

Graphic Design Intern • Stanford University • 2015 – 2016 • Palo Alto, CA

- Created custom graphics and code for a kiosk application using C on the backend and HTML, CSS, and Adobe Illustrator for the frontend
- Produced clean polished graphics for both print and web display using Adobe Illustrator and Adobe Photoshop
- Designed wireframes and final mockups for splash pages using WordPress, Adobe Illustrator, Adobe Photoshop, and HTML & CSS
- Collaborated with the senior web designer to produce interactive wireframes and mockups using HTML, CSS, and Drupal

Assistant Web Developer • California Polytechnic State University • 2014 – 2015 • San Luis Obispo, CA

- Created and updated existing websites and webpages for the College of Science and Mathematics using HTML, CSS, and Drupal
- Produced clean pixel perfect images by manipulating and creating images using Adobe Illustrator, Adobe Photoshop, HTML, and CSS

Education

App Academy • Bootcamp Graduate • 2019 – 2020 • San Francisco, CA

University of California - Santa Cruz • BA: Art & Design: Games and Playable Media • 2017 – 2019 • Santa Cruz, CA

Coursework

Fundamentals of Computer Science, Discrete Structures, Human-Centered Design Research, Generative Design, Computer Programming for the Arts