

Kathleen Matthews

Front End Developer

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I'm relatively young in terms of development experience but seasoned in designing systems and collaborating with diverse teams. My development experience is primarily in Front End: HTML, CSS, and Javascript. I use SASS(SCSS), Grunt and git in my workflow. I am constantly working to develop my depth of knowledge in CS fundamentals as well as learning new tools and languages. I write understandable, modular code and try to ensure the user has a valuable and positive experience. I'm currently looking to join a team where I can contribute, grow and accelerate my learning. My primary interest is in UI & Front End development but I am also interested in exploring other parts of the stack.

Education

General Assembly User Experience Design Immersive, San Francisco, CA — Spring 2014

California Polytechnic University, San Luis Obispo, CA — BS Mechanical Engineering, 2006

Experience

UX Design Assistant, RhUXD Studio: San Francisco, CA — August 2014-January 2015

I collaborated with the Creative Director to develop design documentation including wireframes and specifications for a soon to be launched website. Additionally, I prioritized and managed the project schedule and coordinated with the Content Developer and Visual Designer.

UX Prototyper, Cozy (Contract): San Francisco, CA — May-June 2014

Collaborated with the Lead Designer to define the flow and interactions to make the process of entering a large amount of personal information feel secure and easy on a mobile device and created mobile prototypes for testing.

UX Designer, Lowepro (Contract): San Francisco, CA — April-May 2014

Lowepro came to my colleague and I wanting advice on how to improve their website to increase conversions, particularly on mobile devices. We did the following:

- Identified primary user flows and performed user testing of the existing site to determine user pain points and mental models as well as writing a heuristic evaluation of areas for improvement.
- Redesigned the navigation and IA based on initial user testing, competitive analysis and card sorting exercises to make product discovery simpler and more intuitive.
- Developed mobile and desktop prototypes and tested them with users to refine and improve them.
- Facilitated by General Assembly during UX Design Immersive course.

Mechanical Designer, Taylor Engineering: Alameda, CA — 2008-2013

I designed Heating, Ventilation and Air Conditioning (HVAC) systems primarily in data centers, commercial buildings and schools. I had a broad range of responsibilities in taking projects from conceptual design to commissioning & occupancy including:

- Defined initial project goals and requirements and their reevaluation throughout design.
- Build energy models from conceptual design to completion to help architects define building façade and meet energy goals.
- Calculated heating and cooling loads based on building geometry, occupants, weather and internal loads to size mechanical equipment.
- Iterative development of 2D/3D models of HVAC systems to coordinate with other systems & coordination with other trades to integrate systems and make construction documents.
- Wrote functional performance tests to verify systems are operating per specified sequence of operations.
- Performed trend reviews of control system data to troubleshoot performance issues and/or identify controls modifications to save energy.

Staff Engineer, Facility Engineering Associates: Santa Rosa, CA — 2006-2008

I designed HVAC systems, primarily for commercial offices and laboratory facilities. I also did condition assessments for mechanical equipment for capital planning purposes and did a big GIS project for the Golden Gate National Parks.

Skills

HTML5/CSS3/SASS(SCSS)

Vanilla JS, some jQuery

DOM API, AJAX, JSON

Grunt

github