Katrina MacGregor

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▭ katrinamacgregor.com

○ github.com/katmacgregor

◈ codepen.io/katmacgregor

Technologies

HTML5	Ruby
CSS2/3	Backbone
Sass	npm
JavaScript ES5/6	Gulp
React	Phaser
jQuery	Social APIs
Canvas	Git
MongoDB	

Additional Skills

Rapid Prototyping	Sketch
IA/UX	Illustrator
Wireframes	Photoshop
Responsive Design	InDesign
Graphic Design	Painting
Agile Methodology	Branding
Interaction Design	Illustration

Awards

Webby Awards

StarWars.com
Nomination: Celebrity/Fan Website (2015)
Winner: People's Voice, Movie & Film Website (2017)

Disney.com
Webby Award Honoree: Youth Website (2015)

DisneyJunior.com
Webby Award Nomination: Youth Website (2014)

Disney Consumer Products & Interactive Media Hackathon
1st Place Digitial & Physical (2014)
Audience Favorite (2015)

Experience

UX Engineer | April 2018 – Present
Beats SW Engineering - Apple Inc., Culver City CA
• Lead the design and architecture of solutions for 8+ internal systems, tools, and applications to streamline operations across Beats Electronics and Apple
• Build and maintain supporting internal Mongo databases and REST APIs
• Coordinate with marketing, localization, QA, firmware, and operations teams in the design and development process, and to gain additional insight to drive innovation for the end user experience and features

Lead Software Engineer | September 2017 – March 2018
UX Engineering - Disney Consumer Products & Interactive Media, Glendale CA
• Team lead for the UX/UI and development of internal tools; including CMS, asset management, and data services; overseeing 2 direct reports
• FE project lead for a team of 10 developers in the redesign of shopDisney.com, the first e-commerce site built on the custom internal CMS platform
• Oversaw technical implementation of features, and optimized team efficiency through pair programming and strategic task assignment
• Collaborated with the project dev leads across platforms to project scope, streamline workflow, and define feature set and infrastructure

Sr. Software Engineer | November 2015 – August 2017
Creative Technology - Disney Interactive, Glendale CA
• Ideated, built, and deployed client-side, interactive experiences and web applications across the Disney Interactive Media network
• Brainstormed and built out engaging and interactive experiences with cross-platform optimization using technologies including SVG, Canvas, and Phaser
• Fast-paced agile environment with ownership in product, design, and development

Web Application Developer | March 2013 – November 2015
Innovation, Product Development - Disney Interactive, Glendale CA
• Web and UX developer for new features and experiences across domestic & international Disney portfolio of sites, including Disney.com & StarWars.com
• Architected site maps, user flows, and prototypes for projects such as the responsive redesign of DisneyJunior.com, and transition into code for production

Creative Designer | March 2012 – March 2013
Brand & Image - The Disney Store, Pasadena CA
• Redesign of architecture, structure, and aesthetics of DisneyStore.com; resulted in increased traffic and +24% in revenue over the same period the previous year

Disney Graphic & Web Designer | July 2011 – February 2012
Global Creative - Disney Consumer Products, Glendale CA
• Managed and designed internal L&D site, branding, and marketing materials

Education

University of Southern California | Los Angeles, CA
Roski School of Fine Art | Bachelor of Arts, Fine Arts
Emphasis in Painting and Design

Leadership

Creative + Marketing Lead | December 2016 – Present
Peer Mentor | December 2015 – May 2017
Women and Technology, Disney Consumer Products and Interactive Media
• Selected as one of 4 on the W+T leadership board for group of 300+ employees
• Served as a technical expert as part of an internal initiative to increase diversity in technology within Disney's workforce