CONTACT

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🌐 keithpickering.github.io

in linkedin.com/in/keithdev

SKILLS

HTML5 / CSS3	8+ years
SASS	3 years
Vanilla JS (ES6)	3 years
jQuery	6 years
WordPress	6 years
Angular	<1 year
React	<1 year
Git / SVN	4 years
Jekyll	2 years
Photoshop	8+ years
Illustrator	7 years

REFERENCES

Trace Finn
President, eSkyCity Inc.
trace@eskycity.com

Dan Marshall
Software Engineer, Microsoft
danmar@microsoft.com

Kris Kaja
Project Manager, KMG Software
kris@kmgsoftware.com

KEITH PICKERING
Front-End Developer / UXUI Designer

EMPLOYMENT

2013–Present   **Front-End Developer / UXUI Designer**
Freelance

- Utilize HTML5, CSS/SASS, JavaScript (ES6), PHP, WordPress, Jekyll, Grunt, and other technologies to create responsive websites
- Take advantage of SASS frameworks such as Bootstrap 4, InuitCSS, and Bulma to create mobile-first, modular layouts
- Create and maintain custom WordPress themes and plugins for a variety of customers
- Led CSS development for a Microsoft Open Source project

2016–2018   **Front-End Developer**
KMG Software

- Worked in an Agile environment on a distributed team with members around the world
- Designed, built, and maintained employee-facing admin tools for large companies such as Shared Medical Services and Bruker Corporation
- Created and managed Git repositories hosted on GitHub
- Worked with AWS to create and manage EC2 instances, RDS databases, S3 buckets, and an EFS filesystem
- Utilized Slack for team communication

2015–2017   **Front-End Developer**
Social Company

- Worked under a Project Manager to produce various components built with HTML, CSS, and jQuery
- Received and delegated tasks via Jira issue tracking software

2011–2014   **Contract UXUI Designer**
Downtown Explosion Productions / THAC LLC

- Used Photoshop and Illustrator to create official DVD and Blu-ray cover art for *Marble Hornets*, a YouTube ARG series with nearly 500k subscribers
- Created UI and icon set for a mobile app concept