

Kelsey Hughes

Software Engineer

Open to Relocation and International Opportunities

kelseyhugs.com
kelbri10@gmail.com

Recent Projects

Bookhood

10/2023 - 11/2023

ReactJs, Firebase, TailwindCSS

- Developed a dynamic book-tracking application for account holders to create personalized book lists, utilizing Firebase authentication for secure log in and Firestore database for storing lists
- Analyzed existing applications like Basmo, Italic Type, and Bookshelf to create an inviting color palette and user-friendly interface
- Tested visual layouts in Figma to finalize mobile and desktop design, typography, and color pairings
- Implemented book management system, allowing users to add, delete, and edit books saved in their lists

Code Samples for Nylas

10/2023

Typescript

- Contributed to the Nylas technical documentation by writing a code sample for creating a new calendar and reading an existing calendar using the latest version of the Nylas Node.js SDK, educating developers on updated env variables and code structure
- Merged into the main branch of the open source project, [Nylas-Samples](#) repository

The Key Shop

08/2023 - 09/2023

ReactJs, MongoDB, Node, ExpressJs, TailwindCSS

- Developed a keyboard-themed E-Commerce website, allowing users to view filter and manage keyboard products in their shopping cart
- Conducted research and analysis of popular websites like Cannonkeys, Novelkeys, and Osume, using insights to influence final design and layout in Figma
- Translated design layouts from Figma into code using TailwindCSS, focusing on mobile responsiveness

Skills

Frameworks: ReactJS, ExpressJS, TailwindCSS, JQuery, Material UI

Languages: HTML5, CSS, Javascript, Typescript

Databases: MySQL, MongoDB, Firebase

Design Software: Figma, Photoshop, Procreate

Other: REST API, Git Version Control

Certifications

Full Stack Web Development, The Coding Bootcamp - John Hopkins University

Apr 2020 - Nov 2020

- Coursework included APIs, Databases (MongoDB, MySQL), ReactJs, Responsive Web Design, Bootstrap, Material UI

Education

University of Maryland, Baltimore County

Bachelor of Arts, Psychology

Recent Work History

Content Creator Manager, Team Inferno

03/2022 - 10/2023

- Executed weekly competitive scrims for the Apex community, offering monthly cash prizes and enhancing community engagement
- Co-authored a comprehensive Scrims Hosting guide to empower tournament staff and administrators, contributing to improved organization and efficiency
- Orchestrated and managed large-scale Apex Legends tournaments and invitationals, overseeing prize pools exceeding \$20,000 to elevate the competitive landscape and increase financial opportunities for players
- Collaborated with the Social Media Manager to develop and implement marketing campaign schedules, resulting in a 60% increase in social media metrics and engagement
- Managed Discord community activities, provided guidance to new tournament staff, facilitated onboarding for content creators, and handled backend event administration for content-creator-led initiatives