Kelsey Hughes

Software Engineer

Github: Kelbri10 kelbri10@gmail.com

Projects

Bookhood 10/2023 - 11/2023

ReactJs, Firebase, TailwindCSS

- Designed a book-tracking application for users to create personalized book lists using
 Firestore database and Firebase authentication
- Assessed existing applications such as Basmo, Italic Type, and Bookshelf to create select cozy color palettes and basic user interface designs for easy site navigation
- Users can create an account, sign in to existing account, add/delete/edit books in their list, and mark start/completed dates

Code Samples for Nylas 10/2023

Typescript, Javascript

- Created code sample to help developers understand how to create a new calendar using the Nylas Node.js SDK
- Created a code sample to help developers understand how to read a calendar using the Nylas Node.is SDK
- Samples merged into the main branch of Nylas Code Samples

The Kev Shop 08/2023 - 09/2023

ReactJs, MongoDB, ExpressJs, TailwindCSS

- Developed a responsive E-Commerce website for users to view keyboard products, filter products by type, add and delete products from their shopping cart
- Analyzed popular websites Cannonkeys, Novelkeys, and Osume to design web and mobile layouts in Figma
- Translated design layouts to code using TailwindCSS, focusing on the mobile responsiveness of products and home page

Skills

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

Languages: HTML, CSS, Javascript 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 Web Design, APIs, MERN stack, MySQL, Responsive Web Design, Bootstrap, Material UI
- Additional Projects included <u>Day Planner</u> and <u>Weather App</u>

Education

University of Maryland, Baltimore County Bachelor of Arts, Psychology

Recent Work History

Content Creator Manager, Team Inferno

03/2022 - 10/2023

- Hosted weekly competitive scrims for Apex T2/T3 community with monthly cash prizes at the beginning of the month
- Co-authored Scrims hosting guide for tournament staff and admin
- Organized and executed large-scale Apex Legends tournaments and invitationals with \$20,000+ in prizing
- Collaborated with Social Media Manager to create engaging marketing campaign schedules, improving social media metrics and engagement by 60%
- Additional duties included Discord community management, training new tournament staff, onboarding new content creators, and providing backend event administration for content-creator-led events