MAGGIE MCDONALD

(805) 570-2155   maggiemae.mcd@gmail.com   **PORTFOLIO**   **GITHUB**   **LINKEDIN**   Santa Barbara, California

SKILLS

React.js, Redux.js, Javascript or Javascript(ES6), CSS, HTML5 or HTML, Ruby, Ruby on Rails, SQL, PostgreSQL, SQLite3, jQuery, MongoDB, Mongoose, Node.js, Webpack, Git, Heroku, Mocha, & RSpec.

PROJECTS

Plantsy (ReactJS, Ruby on Rails, PostgreSQL, CSS, HTML, Javascript, Heroku, jQuery, Webpack, Git)   live | github
Plantsy is a full-stack clone of Esty where users can make posts to sell or shop for plants.
- Applied mapStateToProps to dispatch thunk actions, normalizing the state shape, and efficiently updating elements on page.
- Efficiently designed active record queries to fetch posts by product category and effectively utilized a single component using a switch operator to DRY up code and display the fetched category.
- Streamlined pop-up modals using thunk actions and a switch operator that takes in a form-type parameter to create a seamless, single-page, and dynamic user experience.
- Built an RoR backend creating Active Record models, controllers, and Jbuilder to transpile rails data into JSON for frontend.

Mango Music (ReactJS, Javascript, CSS, HTML, MongoDB, Mongoose, Node.js, Heroku, Git)   live | github
Mango Music is a social media platform where users can search, share, & like posts about songs they love.
- Utilized Spotify's API to extract an array of musical information, and integrate search by song functionality.
- Integrated advanced SCSS (SASS) animations to create movement and professional design appearance.
- Implemented BEM CSS naming convention to write cleaner, scalable, & more readable code.
- Utilized an efficient git and pull request system to minimize opportunity for merge conflicts.

Dragon Storm   (Javascript (ES6), HTML5, CSS, Webpack)   live | github
Dragon Storm is an interactive game in which users fly a dragon and attempt to burn down structures for as long as they can.
- Integrated Canvas API to draw graphics, animations, and photo-manipulation for a dynamic experience for users.
- Implemented event-listeners to trigger fire blowing effects and dragon movements on 'keyup' & 'keydown' to implement responsive and dynamic game play.
- Programmed asynchronous setTimeOut and setInterval to trigger various phases of the game-logic.
- Used DOM manipulation to trigger rendering of key-presses and clicks using a combination of CSS and JavaScript's classList.
- Designed all of the graphic art/ designs using Procreate and ADOBE Illustrator.

EXPERIENCE

Floral/Interior Plantscape Designer

Grandfolia Interior Plantscapes   Oct 2017 - Dec 2021
- Designed and consulted with high-profile clients on floral arrangements in residential and professional environments.
- Managed and collaborated with a team of interior plantscape techs to create the best possible client experience.
- Oversaw interior design operations for new clients and installations.

Shift Manager

The Cat House Hotel   May 2018 - Jul 2021
- Managed daily shop operations such as overseeing employee duties and customer interactions.
- Trained six other employees in customer relations and operations in positive and encouraging ways in order to set them up for success in the workplace.
- Increased sales by 16% through excellent customer service (return customers)

Retail Manager

Self-owned Orchid Shop   Jun 2015 - Oct 2021
- Independently owned and operated pop-up shop that specialized in orchid and bromeliad sales, increasing customer base by 50% in the first year.

EDUCATION

Web Development - *App Academy- (Elite coding bootcamp with a > 3% acceptance rate) | 2022*
Design & Marketing - *Santa Barbara City College | 2016 - 2021*