MAGGIE MCDONALD

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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.
- Implemented lazy loading for images in order to allow for a quicker page load time.
- Utilized CSS media queries in order to create a responsive, seamless, & dynamic user experience across many different screen sizes and mobile devices.
- Built an RoR backend creating Active Record models, controllers, and Jbuilder to transpile rails data into JSON for frontend.
- 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.

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*