

MAGGIE MCDONALD

(805) 570-2155

maggiemae.mcd@gmail.com

[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

Salt Lake City, Utah

SKILLS

React.js, Redux.js, Vue.js, Shopify Liquid, Javascript or Javascript(ES6), CSS, Tailwind, SCSS(SASS), HTML5 or HTML, Ruby, Ruby on Rails, SQL, PostgreSQL, SQLite3, jQuery, FireBase, Node.js, Webpack, Git, Heroku, Cypress, 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 Etsy 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 media queries to create a responsive & dynamic user experience across many different screen sizes/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.

- 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.
- 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

Frontend Developer

Verbal + Visual

May 2022- Present

- Proficient developer experience working with big-brand clients such as [Michael Stars](#), [Faherty](#), [Vaay](#) & [This-Place](#).
- Collaborated with a team of developers to create large e-commerce websites.
- Professional experience working closely with React, Javascript, Shopify's liquid templating language, Vue.js & SCSS.

Floral/Interior Plantscape Designer

Grandfolia Interior Landscapes

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/operated pop-up shop that specialized in orchid sales, increasing customer base by 50% in first year.

EDUCATION

Web Development - App Academy- (Elite coding bootcamp with a > 3% acceptance rate) | 2022

Design & Marketing - Santa Barbara City College | 2016 - 2021