Kevin Huelsmann

Front End Engineer

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kjh311.github.io/Kevin_Huelsmann_Portfolio/

Profile

Hi. My name's Kevin, I'm a talented front-end web developer with a passion for design using HTML, CSS, and front-end frameworks to build responsive and visually engaging web applications. I enjoy engineering high quality code because I am full of creative ideas of how to increase the efficiency, productivity, and enjoyment of our lives. I am organized, have attention to detail, the ability to adapt, and the ability to multi-task.

Technical Skills

- **Strong:** HTML5, CSS3, JavaScript, AngularJS, Responsive Design, Jquery, Photoshop, Git, UI, GulpJS, Cross-browser Compatibility, Twitter's Bootstrap, Third Party API's, Heroku, SASS, Materialize, Express, MEAN Stack, NodeJS

- **Familiar With:** Firebase, Illustrator, AJAX, SQL, TDD, Ruby on Rails, Socket IO, MYSQL, CoffeeScript

Experience

Front End Developer | Eyestorm Productions **|** homefrontmap.com   2016

- "Homefront: The Revolution" video game.
- Used HTML5, CSS3, responsive design, as well as CoffeeScript, JSON, and MomentJS.

Front End Developer | Movie Buddy | kjh311.github.io/movie-buddy/#/   2016
- Uses Angular, HTML, CSS, Jquery, JavaScript, MaterializeJS, GulpJs, SASS, and
- Movie Database API.

Full-Stack Developer | Craft Beer-Zilla | craft-beerzilla.herokuapp.com/   2015
- Uses, HTML, CSS, Jquery, JavaScript, and Bootstrap for responsive design.
- Uses NodeJS, ExpressJS, and AngularJS.
- Uses a 3rd party API: BreweryDB.

Education

General Assembly | Web Development Immersive Graduate | 2015
- At General Assembly I spent 600 hours building front and back end web applications with an emphasis on front end engineering and design patterns and UI. I came to appreciate team-structured, collaborative coding in a positive mentorship-driven environment, and learned current best practices for the MEAN stack, Ruby on Rails, as well as front-end design using HTML, CSS, Jquery, frameworks such as Bootstap and Materialize, version control systems such as GIT, and Agile Development Methodologies.

Animation Mentor | Digital Character Animation Course Graduate | 2012
- Studied character animation from profession animators.

University of New Mexico | Bachelor's Degree | 2003
- Studied film and television production.