

Kevin Huelsmann

Front End Developer

(505) 999-8141

KJH311@GMAIL.COM

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, interactive, 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, Responsive Design, Twitter's Bootstrap, Materialize, AngularJS, JQuery, Photoshop, Git, UI, GulpJS, Cross-browser Compatibility, Third Party API's, Heroku, SASS, Express, MEAN Stack, NodeJS

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

Experience

Contract Front End Developer | Eyestorm Productions January - March 2016

Details: Website showcasing "Homefront: The Revolution" video game with interactive mini games.

Used HTML5, Stylus for responsive design, as well as CoffeeScript, JSON, and MomentJS.

Front End Developer (Project) | Movie Buddy | kjh311.github.io/movie-buddy/#/ May 2016

Details: Movie / TV / Celebrity database with reviews and entertainment news.

Uses Angular, Node, HTML, CSS, JQuery, JavaScript, MaterializeJS, GulpJs, SASS, Twitter Timeline, and Movie Database API.

Full-Stack Developer (Project) | Craft Beer-Zilla | craft-beerzilla.herokuapp.com/ August 2015

Details: Brewery database/locator with beer descriptions, beer styles, and craft beer news.

Uses NodeJS, ExpressJS, and AngularJS, HTML, CSS, JQuery, JavaScript, Twitter Timeline, Bootstrap for responsive design, and 3rd party API: BreweryDB.

Education

General Assembly | Web Development Immersive Graduate | August 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 Bootstrap and Materialize, version control systems such as GIT, and Agile Development Methodologies.

Animation Mentor | Digital Character Animation Course Graduate | September 2012

Studied character animation from professional animators.

University of New Mexico | Bachelor's Degree in Fine Arts | May 2004

Studied Film and Television Production.