Katherine Pangtay

Frontend Developer · UI/UX Designer

Experience

Nextech AR Solutions
Frontend Developer | 2021

- As part of the Live X team utilized HTML, CSS, and Javascript to create customized virtual events on the platform.
- Delivered a maintainable, performant, and user experience focused code that interacts with real time content.
- Resolved browser compatibility issues, solving conflicts for users.
- Assessed UI/UX designs for technical feasibility and provided suggestions to improve designs and meet client specifications.

Very Great
Frontend Developer & UI/UX Designer | 2019 - 2020

- Managed sales strategy, including bundles, upselling, and monogramming features developed using React and Shopify, resulting in an increase in sales and traffic to the site. Also, improved the checkout flow and user experience.
- Built, launched and maintained Shopify's stores using Shopify's object/properties, AJAX API, liquid, and Metafields.
- Participated in design reviews and provided input to design recommendations.
- Designed user-flows, wireframes, mockups, and prototypes.

Break The Love
Frontend Developer & UI/UX Designer | 2019

- Redesigned and built website from scratch using reusable components in React and Javascript; managed application with Redux. Which helped get two rounds of funding for the company.
- Created a compatible, custom, client dashboard which helped with customer experience when viewing user metrics.
- Created brand guide, user-flows, wireframes, mockups, and prototypes.

The Grace Hopper Program at Fullstack
Software Developer & Teaching Fellow | 2018

- Used React and Three.js to create a 3D learning game.
- Mentored, debugged, and taught concepts to 20 plus students.
- Administered technical and behavioral interview on a weekly basis.
- Worked in an agile environment with daily stand-ups, kept track of user stories/bugs and conducted sprint planning and retrospectives.

Funimation (Sony Pictures)
UI Designer | 2015 - 2018

- Led designs for internal projects and advertising components for hundreds of films and series licensed from various international external partnerships.
- Worked closely with engineers and UX researchers to create usability tested wireframes and prototypes for brand micro-sites.
- Part of the team to redesign and expansion of the Funimation streaming service and online store, which increased subscribers and traffic to both.
- Created social and paid media content, custom emails, landing page experiences and website skins.

Ivie & Associates
UI Designer | 2014 - 2015

- Led the design of interfaces, iconography, assets, wireframes, mockups, websites, and mobile apps.
- Developed interactive architecture and creative direction for marketing and sales collateral.
- Worked with the development team to create a mobile app for Sally Beauty from concept to deployment.

Contact

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Skills

Development
Javascript
React
HTML5/CSS3
Liquid
Node.js
Webpack
NPM
Git/GitHub

Design
Adobe Creative Suite
User-flows
Wireframing
Prototyping
Responsive Design
Web Design
Email Marketing
Illustration
Blender
Maya

Education

Formation
April 2022 - Present
Software Engineering
Fellowship

Fullstack Academy
Grace Hopper Program
April 2018 - August 2018
Software Engineering
Immersive

Texas A&M University
B.S. Visualization
December 2013
3D Animation, Graphic
& Game Design