

KATHERINE PANGTAY

FRONT-END DEVELOPER | UI/UX DESIGNER

EXPERIENCE

FRONT-END DEVELOPER | **Very Great**

2019 – 2020 | Developer & UI/UX Designer

- Led the bundle, upsell, and monogramming features that led to an increase in sales.
- Designed reusable components in React and Javascript.
- Experienced building, launching, and maintaining Shopify stores. Also, Shopify's object/properties, AJAX API, and Metafields.
- Created user-flows, wireframes, mockups, and prototypes for various projects.

FRONT-END DEVELOPER | **Break The Love**

2019 | Developer & UI/UX Designer

- Redesigned initial website and designed partner portal.
- Created brand guide, user-flows, wireframes, mockups, and prototypes.
- Designed reusable components in React and Javascript; managed application state using Redux.

TEACHING FELLOW | **The Grace Hopper Program at Fullstack**

2018 | Software Developer & Mentor

- Mentored, debugged, and taught concepts to students.
- Administered technical and behavioral interviews.
- Managed two student projects from ideation to deployment as team manager, technical mentor, and code reviewer.

UI DESIGNER | **Funimation (Sony Pictures)**

2015 – 2018

- Work varied between internal projects and advertising components for hundreds of films and series licensed from partners.
- Created user-flows, wireframes, mockups, and prototypes for various projects.
- In addition to the redesign, expansion, and management of the Funimation streaming service and online store, other projects included social and paid media content, custom emails, landing page experiences and website skins – among others.

DIGITAL DESIGNER | **Ivie & Associates**

2014 – 2015

- Designed interfaces, iconography, websites, and mobile apps.
- Created assets, user-flows, wireframes, mockups, and prototypes for various projects.
- Developed interactive architecture and creative direction for marketing and sales collateral.

EDUCATION

FULLSTACK ACADEMY | Grace Hopper Program | April 2018 – August 2018
Software Engineering Immersive

BACHELOR OF SCIENCE | Texas A&M University | December 2013
Visualization – Graphic Design, 3D Animation, and Game Design

CONTACT

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SKILLS

Development

Javascript
React
React-Redux
HTML5/CSS3
Bootstrap
Node.js
Liquid
Sequelize
Express
Webpack
PostgreSQL
Three.js
NPM
Git/GitHub

Design

Adobe Creative Suite
Figma
User-flows
User Research
Wireframing
Prototyping
Responsive Design
Web Design
Blender
Maya

Languages

Spanish
English

INTERESTS

Rock Climbing
Reading
Drawing
Games
Music