

# Katherine Pangtay

Frontend Developer | UI/UX Designer

## Experience

### Nextech AR Solutions

*Frontend Developer | 2021*

- Developed for the live x team to create customized virtual events on the platform.
- Delivered a maintainable, performant, and user experience focused code.
- Wrote asynchronous code that interacts with real time content.

### Very Great

*Frontend Developer & UI/UX Designer | 2019-2020*

- Led the bundle, upsell, and monogramming features that led to an increase in sales and traffic to the site.
- 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.

### Break The Love

*Frontend Developer & UI/UX Designer | 2019*

- 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.

### The Grace Hopper Program at Fullstack

*Software Developer & Teaching Fellow | 2018*

- 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.

### Funimation (Sony Pictures)

*UI Designer | 2015-2018*

- Designed for 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.

### Ivie & Associates

*UI Designer | 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.

## Contact

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## Skills

### Development

Javascript

React

React-Redux

HTML5/CSS3

Bootstrap

Node.js

Liquid

Sequelize

Express

Webpack

Three.js

NPM

Git/GitHub

### Design

Adobe Creative Suite

Figma

User-flows

User Research

Wireframing

Prototyping

Responsive Design

Web Design

Blender

Maya

## Education

### Fullstack Academy

Grace Hopper Program

April 2018 - Aug 2018

Software Engineering

Immersive

### Texas A&M University

BS - Visualization

Sep 2009 - Dec 2013

3D Animation, Graphic

& Game Design