KATHERINE PANGTAY
SOFTWARE ENGINEER | UI/UX DESIGNER

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SKILLS

PROGRAMMING
Javascript
Node.js
Express
React
React-Redux
HTML/CSS
Git/GitHub
Three.js
Unity
Sequelize
Webpack
Heroku

DESIGN
Photoshop
Figma
Illustrator
After Effects
Blender

LANGUAGES
Spanish
English

EDUCATION

FULLSTACK ACADEMY
Grace Hopper Program -
Software Engineering Immersive
April 2018 - August 2018

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

INTERESTS

Rock Climbing

Reading

Drawing

Games

Traveling

Music

PROJECTS

GALACTICODE | **Developer** | https://galacticode.herokuapp.com/
A platform for practicing foundational JavaScript concepts in a 3D gaming interface that guides players through increasingly difficult coding challenges.
- Created using Three.js, Node.js, Javascript, Express, Sequelize, Docker, PostgreSQL, Mochawesome, Chai, Redux, and React.
- As design lead I worked extensively on implementing Three.js, including creating 3D assets and animations.

RAMEN SHOYU | **Developer** | https://ramentestdeploy.herokuapp.com/
E-Commerce website for a fictional ramen shop.
- Created using Javascript, Express, React, Redux, Node.js, and Sequelize.
- As design lead, created wireframes, mock-ups, and design elements as well as implementing forms and the site's CSS.

EXPERIENCE

FRONT-END DEVELOPER | **Break The Love**
2019 | Software Developer & Product Designer
- Redesigned initial website and designed partner portal.
- Created company brand guide and some illustration work.
- Designed resuable components in React and Javascript; managed application state using Redux. For both landing page and partner portal.

TEACHING FELLOW | **The Grace Hopper Program at Fullstack**
2018 | Software Developer
- 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 | Web/Mobile/Graphic Designer
- Designed in-house for the company, work varied between internal projects and advertising components for hundreds of films and series licensed from partners.
- In addition to the redesign, expansion, and management of the Funimation streaming service and online store, other projects included social and paid media content, landing page experiences and website skins – among others.

DIGITAL DESIGNER | **Ivie & Associates**
2014 - 2015 | Web/Mobile/Graphic Designer
- Created interfaces, iconography, websites, and mobile apps.
- Developed interactive architecture and creative direction for marketing and sales collateral. Also created assets for use in-house.

3D INTERN | **Janimation, inc.**
Summer 2013 | Concept Art, Translation, Animator, and Graphic Designer
- Created layout design, iconography, 2D animatic, concept art, typography and transitions for different commercials and websites.