

Experience

Senior Developer @ Ample

2021 - Present

As a Senior Developer at Ample, I convert UX and UI designs to complex websites for brands utilizing the JAMStack methodology. Technologies used include: Gatsby, React, Next.js, Stencil, Netlify, Contentful, and more.

Lead Front End Engineer @ Quotient

2020 - 2021

I was promoted to Lead Front End Engineer in the spring of 2020, about 2 years after the Quotient Technology acquisition of Ahalogy. In addition to my previous responsibilities as a JavaScript Developer on the Ahalogy Muse Product team - I'm now the leader of the Cincinnati Product Media front end codebases, and a mentor for new employees. While still maintaining our older Ember codebases, now I'm also contributing to other Quotient products - many of which utilize the Angular Javascript framework.

JavaScript Developer @ Ahalogy

2018 - 2020

As a Front End Engineer on the Ahalogy Muse Product team my responsibilities included building new features for both internal and external users based on provided UI designs, and implementing bug fixes and quick hotfixes as needed. Mainly using the Ember Javascript Framework, the Muse web application helps facilitate influencer relationships with brands. In the summer of 2018, Ahalogy was acquired by Quotient Technology.

Web Application Developer @ Thriveplan

2017 - 2018

Tasked with development of the StorySimple web application. Responsibilities included building new features using the React JavaScript library, assisting in deployment of new releases, implementing bug fixes as needed, interviewing users about the StorySimple application to gather insight, collaborating with the development team on process improvement, and designing and programming an interactive user interface.

Interactive Designer @ DonorDrive

2016 - 2017

Responsible for turning creative briefs into compelling interactive experiences for a range of non-profit and for-profit clients. As an interactive designer for Global Cloud (now DonorDrive) I built new websites using the Mura CMS and ColdFusion, implemented bug fixes as needed on existing websites, collaborated with the design team on interactive user interfaces, and spoke with customers about their technology needs.

Interactive Designer @ Hyperdrive Interactive

2014 - 2016

Tasked with design and development of digital marketing components. Responsibilities include designing and building marketing emails and websites, collaborating with the design team on interactive user interfaces, and creating marketing graphics and video animations to be shared on social media.

Education

Bachelor of Fine Arts (BFA),
Digital Art
Minor in Computer Science

2010 - 2013

Bowling Green State University

Known Technologies

React, Jamstack, Next.js, Stencil, Gatsby, Redux, Angular, Ember, Javascript, CSS/SCSS, HTML, SVG, Web Animation, Webpack, JSON, Node.js, GIT, Github, Linters, JQuery, Wordpress, Contentful, Firebase, AWS, Heroku, Serverless, JIRA, Kanban, Agile Methodology, PHP, ColdFusion, Mura CMS, Email Development, Sketch, Adobe Illustrator, Adobe Photoshop, Invision