

Liz Lorena Berberena

Front-End Web Developer

CozyMaus.com English & Español
Liz@CozyMaus.com Sayreville, NJ 08872

WORK EXPERIENCE

Web Producer

The Lynx Group – Cranbury, NJ
Jul 2019 – Present

Maintains, updates, and builds responsive websites and pages for brands; Handles email marketing system; Uses HTML, CSS, Bronto, WordPress, Joomla

Freelancer

Various – Remote
Jul 2016 – Jul 2019

Digital illustration commissions; UserTesting.com beta testing apps, games, websites; Rev.com transcription; Appen social media evaluation

Cashier

Shoppers World – East Brunswick, NJ
Jul 2015 – Aug 2017 Seasonal

Trained 3 cashiers; Interpreted for Spanish-speaking customers; Helped customers over the phone and in person; Maintained store-front areas tidy

UNPAID EXPERIENCE

Front-End Web Developer

CozyMaus.com – Sayreville, NJ
Jun 2017 – Present

Creates websites and experiments from scratch for projects like *vplay*, *WriteKnight*, and *Log Out: A Guide to Surviving Cyber Harassment* to strengthen skills

Pro Bono Web Developer

Churches Improving Communities – Remote
Mar – Jun 2017

Built a website with WordPress for the Church Based Mental Health Services program of a non-profit under Human Experience Systems, LLC

EDUCATION

B.A. in Information Technology & Informatics

Rutgers University – New Brunswick, NJ
Sep 2015 – May 2019

GPA: 3.81/4.00 *magna cum laude*
Game Production & Innovation Specialization
Minor in DCIM

High School Diploma

Sayreville War Memorial High School – Parlin, NJ
Sep 2011 – June 2015

GPA: 4.34/4.50 (weighted) *class rank of 5/420*
Focus on coding and computer science
Graphic designer for French Honor Society

SKILLS & TOOLS

Web Development

HTML, CSS, JavaScript, jQuery, PHP, UIKit, Bootstrap, WordPress, Joomla, Jekyll, Sublime Text, Dreamweaver

Editing & Marketing

Photoshop, Adobe Illustrator, FireAlpaca, Audacity, Bronto, Aventri, Wondershare Filmora 9

General Productivity

Android, Mac OS, Windows OS, SmartSheet, G Suite, Microsoft Office Suite, Trello, French, German

Game Development

Java, Visual Basic, C#, Unity, GameMaker Studio, Eclipse, Blender