

# MARC LEDDA

FRONT END DEVELOPER & UI/UX DESIGNER

## EXPERIENCE

### APPRENTICE DEVELOPER AND UI/UX DESIGNER

Nashville Software School | January 2018 - June 2018

Intensive full-time design and development bootcamp focusing on front-end development fundamentals and problem solving.

- Source code version control with Git/Github
- Project management with the use of Github Projects & Issue Tracking
- Built single-page applications with HTML, CSS, and Javascript libraries like jQuery
- Task automation with Grunt: Linting with JSHint, handling modules with Browserify, and SASS compilation
- Create a web application that utilizes ReactJS
- Styled applications with CSS Frameworks Bootstrap and wrote custom SASS compilation
- Build a user story based on interview and research
- Convey user interactions with the use of wireframes and prototypes
- Using intentional design to focus on the user's experience

## PROJECTS

### TypeOff

<https://github.com/marcdledda/TypeOff/>  
<https://marcdledda.github.io/TypeOff/>

A web application typing game that aims to assist the user on getting to type faster and entertain them as well. Built-in the PhaserJS framework, all scores are recorded and viewed through a flat data structure using Firebase.

## CONTACT

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<https://www.linkedin.com/in/marcdledda/>

Phone Number

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## PORTFOLIO

Github

<https://github.com/marcdledda>

Portfolio

<https://marcdledda.github.io/portfolio/>

## PROFILE

I love the feeling that comes from taking a product from design up to development. So much so, that I work on side projects in order to distress. I can always depend on the world of design and development to feed my curiosity.

### Testing Grounds VR

[https://github.com/marcdledda/TG\\_game](https://github.com/marcdledda/TG_game)  
[https://marcdledda.github.io/TG\\_web/](https://marcdledda.github.io/TG_web/)

A virtual reality application that is meant to introduce the user to Virtual Reality Headsets. Built-in Unity3D and the Oculus Rift, with the scores being recorded and viewed in a MySQL database.