

Megan Moulos, MA

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SOFTWARE ENGINEER | UX/UI DESIGNER

Software Engineer and UX/UI developer with experience in Ruby on Rails and JavaScript based programming. More than 10+ years of professional experience in graphic design, UI design and UX research. Thrive in a project management and design environment, helping companies create visually attractive and engaging web experiences. Embrace challenges to create creative and innovate software solutions focused on mastery of design principals.

TECHNICAL SKILLS

Languages: Ruby, Rails, SQL, JavaScript, React, Recoil, Material UI, CSS, HTML.

Programs: Adobe XD, Figma, Illustrator, Photoshop, Git.

TECHNICAL PROJECTS

Bookworm - [Github](#) | Demo

Created a Goodreads-like, point of purchase app for book lovers that allows users to find and favorite books, view book information, reading statistics, and track their reading. App also allows users to purchase books.

- Used Figma to create an original design schema. Implemented React, Recoil and Material UI to follow design aesthetics on the frontend.
- Leveraged Active Record and PostgreSQL to create and maintain a custom database.
- Created backend capability with Ruby on Rails, allowing persistence of all information.
- Integrated Stripe API for purchasing and checkout and Google Books API for detailed book information.

Art Portfolio - [Website](#)

- Developed a website to share and display my portfolio of traditional and digital art including painting, drawing, and weaving. Designed portfolio platform website using Adobe XD and Figma.
- Used a mixture of pure HTML and CSS to create a interactive experience.

PROFESSIONAL EXPERIENCE

Taxfyle

Miami, FL

Senior Graphic Designer

2019

- Lead graphic and UI designer, that managed all phases of design from print advertising to published web and app design projects.
- Spearheaded total re-design of website including all advertisement.
- Worked directly with the development team to ensure success and quick iteration.
- Managed two junior designers as well as a social media intern.

Rigby & Fable, UI/UX and Fine Art

Graphic and web design firm and sole proprietorship retail shop..

Seattle, WA

Founder | Graphic Designer

2010 - Present

- Design, plan, create and launch websites, UI elements, and apps to complete, pixel-perfect designs.
- Work with traditional and digital media to create fine art for sale or by commission.
- Launched the graphic design shop Rigby & Fable which sells unique and customizable print goods including posters, business cards, stickers, wedding invitations, and original paintings. Over 3,000 customers served.
- Sole proprietor handling both the creative and the business aspects of the business, from designing print campaigns and wedding paper suites to pre-press, shipping and customer service.

EDUCATION

Flatiron School

Software Engineering Certification - Full Stack Ruby on Rails, React, and JavaScript

New York, NY

08/2022 - 11/2022

Florida State University

Master of Arts, (MA) - Classical Archaeology

Tallahassee, FL

12/2015

Bachelor of Arts (BA) - Classical Archaeology

12/2013