

# MIRANDA PYLES

Frontend Web Developer

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📍 Dallas, TX

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## EDUCATION

B.S. Web Programming  
and Design

B.S Game Design and  
Programming

**Purdue University**

📅 August 2020 - May 2024

📍 West Lafayette, IN

## SKILLS

**Programming Languages**

JavaScript

HTML

CSS

C++

Java

Python

React

PHP

MySQL

**Softwares**

Adobe Photoshop

Adobe Dreamweaver

Figma

Visual Studio

Cascade CMS

Excel

Powerpoint

Word

Blender

Maya

Unreal Engine 5

## CAREER OBJECTIVE

Frontend web developer focused on creating responsive, accessible, and visually engaging websites using HTML, CSS, and JavaScript. Experienced in taking projects from concept to launch, with a strong understanding of user-centered design principles.

## WORK EXPERIENCE

### Undergraduate Web Developer

**Mitch Daniels School of Business**

📅 February 2022 - April 2024 📍 West Lafayette, IN

- Resolved 300+ support tickets, including requests for content updates, design changes, and technical troubleshooting
- Communicated directly with clients to resolve design issues and clarify web content
- Ensured web pages met performance, accessibility (WCAG/ARIA), and SEO best practices for all users
- Overhauled outdated website designs to align with modern UI/UX standards and improve user engagement

### Web Designer

**Whitney's Wings**

📅 March 2020 - April 2020 📍 Floyds Knobs, IN

- Collaborated with client to translate project vision into actionable design goals
- Prototyped interactive concepts using Figma to align with client expectations
- Developed and deployed final website using Dreamweaver, ensuring clean and maintainable code

### Junior Web Developer

**Floyd Central High School**

📅 August 2017 - April 2020 📍 Floyds Knobs, IN

- Maintained school website using Wordpress
- Designed, coded, and implemented the home page of the web design course using Dreamweaver and Bluehost
- Assisted other students with any technical issues

## PROJECTS

**dunge~~o~~ners**

October 2024 - Present

- Developing a third-person rogue-lite cooperative game in Unreal Engine 5, with a focus on system design and multiplayer functionality
- Writing a comprehensive game design document for Dunge~~o~~ners, covering mechanics, art style, character classes, character design, and UI concepts

**Lab Rats**

February 2023 - May 2023

- Built a first person maze crawler in Unreal Engine 5, with a focus on level design
- Designed and implemented the UI for the game menus with Photoshop
- Created a fully rigged 3D model of the enemy rat character in Maya