michele | WINKELMAN

WEB DEVELOPER & DESIGNER

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TECHNOLOGIES USED

HTML5, CSS3, SCSS/Sass,

JavaScript, jQuery,

Bootstrap, Underscore,

Backbone, React,

Handlebars, Three, D3,

Git/GitHub, Heroku,

Command Line,

Webpack, Node.js,

Ajax, JSON, Developer Tools,

Sublime Text, Trello,

Adobe Creative Cloud (Photoshop,

Illustrator, InDesign,

Dreamweaver, Acrobat),

WordPress,

Google Apps

SKILLS & STRENGTHS

Front-End Web Development	Creative Strategy	Client/Customer Relationships
Graphic Design	Brand Development	Marketing & Advertising
Project Management	Design Research	Learning, Growth, Improvement

EXPERIENCE

Web Development

- Designed and developed client-side web interfaces and interactive web applications using JavaScript, HTML, CSS, and other libraries and frameworks.
- Advocated UI design best practices, with a focus on consistency and usability.
- Created responsive layouts that were desktop, tablet, and mobile compatible.
- Committed to writing clean, precise code and testing for cross-browser compatibility.
- Familiar with Agile software development process.

Design

- Designed branding & logos, marketing, books, proposals, catalogs, and websites—freelance and in-house—for clients in retail, publishing, education, financial, and service industries.
- Strategized, planned, and executed all design stages from initial client kickoff to delivery.
- Presented multiple design options, collected feedback from stakeholders, and quickly turned around new designs.
- Prepared files for printing and ensured quality control through approval of proofs, press checks, and review of materials.
- Raised quality standards and increased team productivity by implementing improved methods for design consistency, writing instructional guides, and developing templates.
- Maintained client loyalty by consistently delivering finished products that exceeded expectations, on brand and on time.

Project Management & Collaboration

- Collaborated with team members to manage retail planogram workflows, processes, and deadlines for 25 unique hard lines sporting goods categories with deliverables to 460+ stores.
- Served as a liaison with internal teams and 30+ vendor partners, managing project kickoffs, timelines, and approvals for store fixture design development and prototyping.
- Spearheaded the design, production, and distribution of an 800+ page digital fixture catalog, providing construction contractors with an intuitive, easy-to-navigate resource for installation.
- Oversaw the development of and managed project information accuracy for nationwide localized print media efforts of 600+ newspaper inserts per year.
- Trained, mentored, supervised, and provided art direction and leadership to team members.

Freelance | *Designer & Web Developer* | July 2001–Present
Sports Authority, Englewood, CO | *Space Planner / Fixture Specialist* | September 2007–June 2016
Gallopade, Atlanta, GA | *Lead Graphic Designer* | August 2004–August 2006

EDUCATION

DaVinci Institute, Westminster, CO
Front-End Web Development / JavaScript (13-Week Immersive Program)
Treehouse, Codecademy, Free Code Camp
Various online courses in JavaScript, HTML5, CSS3, Sass, Bootstrap, jQuery, and others
University of Nebraska, Lincoln NE
Bachelor of Science, Apparel and Textile Design