Emily Schomer

Austin, TX

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Skills

Frontend
HTML, CSS, Javascript, jQuery, Sass, Adobe: Photoshop, Illustrator, & Bridge, Acrobat

Backend
Ruby, Rails, Sinatra, Active Record, Rake, SQL

Other
Version Control (GIT), Rspec, Excel, Confluence, SharePoint, PowerPoint, Outlook, Word, RightNow, JIRA

Projects

Translatinator
Ruby gem implementing Google Translate API as command lines.

Bananapocalypse!
HTML5 game made with Phaser.

Education

The University of North Texas
B.F.A. Drawing & Painting
Minor in Social Sciences (ANTH & SOCI)

CPR Certification
Cert. Number: 12366578-4489

Activities & Interests

Art, Music, Fitness, Outdoors, Travel, Language, Games, Dogs, Biking, Movies, Puns, Open Hacks

Experience

Developer: *MakerSquare*   April 2014 - Present

Participating in a twelve week immersive software engineering program. Implementing web applications through use of Ruby, Javascript, HTML, CSS, Sass, Rails, Sinatra, and Active Record. Building databases. Managing projects via GitHub. Full-stack web development focused on creating dynamic web applications. Working on team projects, as well as, solo projects. Mobile first design. Creating websites to show responsive behavior.
- Creation of Ruby gem command line interface to translate text via Google Translate API.
- Creation of HTML5 game utilizing Phaser framework.

Knowledge Base Administrator:*NCSOFT*   May 2011 - Mar 2013

Tracking, analyzing, & reporting on user information. Primary technical writer for NCSOFT Austin's instruction & training manuals. Coordinating communication with ESL clients & outsourcers. Creating video tutorials to help educate community on common issues. Implementing localized content in French, German, & Spanish. Problem solving collaborations to resolve wide-spread issues. Instructing players on how to resolve technical issues via phone, email, & chat.
- Created & launched Guided Assistance Tools to give players a customized experience when resolving technical issues on their own.
- Responsible for 5% increase in self-service effectiveness.

Game Master: *Aeria Games & Entertainment (Grand Fantasia)*   Nov 2010 - Apr 2011

Technical writer for ESL communications with Korean game developers. Managing special & day-to-day tasks for Game Master & Game Sage Teams. Handling team schedules. Implementing localization updates. Verifying reported issues. Creating team procedures for database management & documentation. Community Support Liaison. Creating & executing community events. Moderating forums.
- Created documentation to implement efficient delegation of daily tasks with a focus in digital marketing.

Fitness Instructor: *Self-Employed*   Mar 2010 – Nov 2010

Creating & leading bootcamp & yoga workouts to improve physical strength & well-being.

Website Content Specialist: *Associa Community Websites*   Jun 2007 – Aug 2009

Maintaining & integrating website content for 1600+ websites.
Educating Quality Assurance Team & clientele on various technical issues.