

CONTACT



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github.com/nprimak



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SKILLS

BOOTSTRAP

LESS

HTML / CSS

ANGULAR JS

AGILE/JIRA

GIT

REST API

PHOTOSHOP/ AFTER EFFECTS

UI DESIGN

Fair Good Advanced

WORK EXPERIENCE

SOFTWARE ENGINEER, LABEL INSIGHT INC.

November 2015 - Present

- Front-end developer for product digitization platform, aka SmartLabel.
- Performs styling depending on sprint priorities.
- Leverages Gulp, Bower, and Git commands
- Utilizes AngularJS, HTML, and Less for creating and optimizing features.
- Contributes to internal data quality intitiatives, utilizing Bootstrap and design and improve the user experience.
- Keeps close contact with remote team in Chicago office.
- Performs and responds to code review feedback on Github.

UI/ UX APPRENTICE, LAUNCHCODE

August 2015 - October 2015

- Contracted for a prototype team project for Fortune 500 company.
- Designed branded visual assets in Photoshop and Illustrator for PPT. as well as icons, UI elements, and launch screen for mobile app.

ART TECHNICAL COORDINATOR, OBERLIN COLLEGE

August 2013 - May 2015

- Taught Creating a Web Presence, a class introducing HTML and CSS, as well as basic principles of web design to undergraduate students.
- Created hands-on workshops and presentations for courses in digital media.
- Provided technical consultantation for students using media lab.
- Produced department publicity for visiting professors and other events, designing posters, postcards, and other collateral.

EDUCATION

UC SAN DEIGO INTERACTION DESIGN SPECIALIZATION, 2016

In progress, via Coursera's online platform

OBERLIN COLLEGE B.A, 2013

High Honors in Visual Arts, Concentration in Computer Science

PERSONAL PROJECTS

NG-2048, ONGOING github.com/nprimak/ng-2048

To help myself understand Angular in my new position, I'm coding the 2048 game in Angular with the help of some online resources.

HNEFATAFL ONLINE GAME, 2015 play-hnefatafl.com

Hnefatafl is an ancient viking board game predating chess. Users play against an online opponent or a friend in the same room.

BUNNY DEFENDER, 2015 github.com/nprimak/bunny_defender

JS mobile game using the popular Phaser HTML5 game library.