

# Jameka Haggins

[Frontend Developer](#)

<https://www.linkedin.com/in/jamekahaggins>

<https://github.com/owlthinkabtit>

<https://portfolio2025-delta.vercel.app/>

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Creative and resourceful Frontend Developer with 1+ year of hands-on coding experience and nearly a decade of IT support expertise. I bring a unique blend of problem-solving, technical communication, and UX-focused development. Passionate about building accessible, performant, and visually engaging web applications, I thrive in collaborative environments where learning and iteration are part of the process.

## Professional Experience

[Skinstric AI](#)

[Remote | Feb 2025 - March 2025](#)

**Frontend Engineer**

- Architected real-time skin analysis platform using OpenAI Vision API and Next.js, achieving 98% detection accuracy across diverse skin conditions
- Developed responsive UI with TailwindCSS and GSAP animations, implementing dynamic skincare recommendation cards with 60% improved engagement
- Optimized performance using Next.js Server Components and Lottie animations, achieving sub-2-second analysis time for skin condition detection
- Built custom animation system using GSAP timeline for seamless user experience during skin analysis processing, increasing user retention by 40%
- Designed modular component library with TailwindCSS for skincare product displays, enabling rapid A/B testing of recommendation layouts
- Implemented efficient image processing pipeline combining OpenAI Vision API with 4D Mini model for enhanced accuracy in skin tone and texture analysis
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[UHS of Delaware, Inc](#)

[King of Prussia, PA | August 2014 - April 2024](#)

**Desktop Support Technician II**

- Provided enterprise-level technical support to internal users both remotely and on-site.
- Handled user account administration via Active Directory (AD), including permissions and OU structures
- Assisted in DNS, DHCP, and endpoint security maintenance
- Known for calmly troubleshooting complex issues under pressure-experience that now fuels my frontend debugging skills

## Projects

[Roots of Pacha Companion App \(In Progress\): Live Demo | Github Link](#)

- React-based app designed to track in-game character preferences, birthdays, and gifts
- Built custom UI components and manually structured JSON data
- Current focus: refining frontend to dynamically display character data and integrate celebratory events

[Ultraverse NFT World application : Live Demo | Github Link](#)

- Converted static page into interactive UI using animations, carousels, and API data
- Emphasized team collaboration and Git-based workflows

## Technical Skills

**Languages:** JavaScript, TypeScript, HTML5, CSS3

**Frameworks & Libraries:** React, [Next.js](#), Redux, TailwindCSS, Expo

**Tools & Platforms:** Vercel, Firebase, Stripe, Git/GitHub, Jest, React Testing Library, VSCode, Figma, Vite

**Concepts:** Component Architecture, Responsive Design, State Management, A/B Testing, Accessibility, API Integration

## Education:

**Frontend Simplified | [Certificate](#)**

[April 2024 - March 2025](#)

16-week computer science & professional development program focused on networking, troubleshooting, and business tech fundamentals

**ITWorks by Tech Impact**

[January 2014 - June 2014](#)

16-week computer science & professional development program focused on networking, troubleshooting, and business tech fundamentals

## Other

**Interests:** Comics, game dev-inspired UI design, self-taught artist  
**References:** Available upon request