Prentice Milam

Front-End Development
Web Designer
Media Production

PROFILE

A charismatic front-end developer and designer from Texas. A logical and creative thinker with a passion for memorable web experiences. Excellent with Adobe CC, CSS, HTML, and React.js.

SKILLS

HTML5	CSS3
LESS	BOOTSTRAP
JAVASCRIPT	JQUERY
ANGULAR	REACT
ADOBE CC	HANDLEBARS
AJAX	VERSION CONTROL
NODE	EXPRESS
FIREBASE	MYSQL
MONGODB	WORDPRESS

CONTACT

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EDUCATION

CODING BOOT CAMP
The University of Texas
January 2018 - April 2018

Full Stack Web Development
Intensive coding boot camp covering modern full-stack technologies. Experience building applications on small web development teams.

BACHELOR'S DEGREE
The University of Texas
August 2012 - May 2014

Bachelor of Science in Radio - Television - Film
Graduated with Highest Honors
3.9 GPA

SAMPLES

NOFRET - http://nofret.herokuapp.com
Guitarist resource for learning scales in alternate tunings and riff writing.

Front-End Developer and Designer in team of three.
• Handled Scale Tool logic using React.js creating components that pass dynamic props including: top form, fretboard, string, and fret.
• Designed system for handling note relationships and translating values into scientific pitch notation.
• Generated design deliverables and assets including favicons, logos, and notes using Adobe Illustrator and Photoshop.
• Implemented design using CSS3 with heavy flexbox use.

KINECTIONS - http://kinections.herokuapp.com
Application that enables users to find users who share workout preferences.

Front-End Developer and Designer on a team of 4.
• Generated design deliverables and assets including sitemaps, wireframes, and logos using Adobe Illustrator and Photoshop.
• Developed the site's markup using HTML5, and styled using CSS3.
• Built dynamic cards using jQuery and card sliders using Slick.js.
• Managed project modules using Node.Js.
• Merged code and created pull requests to close issues using Git.

EXPERIENCE

PRODUCTION CREW
HEB Center

June 2017 - Present

• Assist in the production of AHL hockey, G-league basketball, concerts, and other events.
• Experienced as a graphics editor, video engineer, cross-fire graphic operator, camera utility, camera operator, audio 1 and 2 engineer, and lighting operator.

TECHNICAL DIRECTOR
Spectrum News

August 2013 - January 2018

• Direct production team and talent in 24-hour local news television production.
• Operate video switcher and other production machinery programming effects and camera moves, building video boxes, signal routing, and setting lights.
• Crosstrained as producer and photographer.