

# Ryan Parker

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**GitHub:** [github.com/ryansparker](https://github.com/ryansparker) | **LinkedIn:** [linkedin.com/in/parkerrs](https://www.linkedin.com/in/parkerrs)

**Portfolio:** [ryansparker.me](https://ryansparker.me)

- Summary** Front-end developer with a background in art, design, and education. Much of my art experience extends into my work in coding: creativity, craftsmanship, organization, collaboration, and experimentation.
- Languages** Javascript, HTML5, CSS
- Frameworks** React, JQuery, Bootstrap, Flexbox, Foundation, MySQL, MongoDB, Mongoose, Handlebars, Pug, Git, Three.js
- Graphics** Adobe Creative Suite (Photoshop, Illustrator, InDesign), Sketchup
- Projects**
- Employee Directory**  
<https://github.com/ryansparker/employee-directory>  
<https://ryansparker.github.io/employee-directory/>  
> A searchable employee directory giving quick access to non-sensitive information. Uses Javascript, React, and Random User API.
- Javascript Game Collection**  
<https://github.com/ryansparker/game-collection>  
<https://ryansparker.github.io/game-collection/>  
> A page with links to games I have worked on. Uses Javascript and React.
- Experience**
- Grant Wood Printmaking Fellow**, University of Iowa, Iowa City, IA, 2019-2018  
> Visiting artist-in-residence in the Art Department.
- Museum Education Manager**, The Fabric Workshop and Museum, Philadelphia, PA, 2018-2009  
> Taught textile design and printmaking to art school graduates.  
> Managed FWM's textile printmaking studios.  
> Designed and facilitated public events such as lectures and workshops.
- Education** Certificate, Penn LPS Bootcamp, Philadelphia, 2020  
Master of Fine Arts, Printmaking, Tyler School Of Art, Philadelphia,  
Bachelor of Fine Arts, Graphic Design, University Of Central Florida, Orlando