

SARA MEIXNER

Philadelphia, PA | 973-856-0204 | sarameix22@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

ABOUT ME

I am a Full-Stack Web Developer whose passion lies where creativity and technology intersect. My animation background has helped me learn to troubleshoot, collaborate within a team setting, and adapt quickly to deadlines. As a junior developer, I leverage my love for learning and consumer satisfaction to yield the most user-friendly products possible.

SKILLS

FRONT END	React, Angular, JQuery, HTML, CSS, Bootstrap, Skeleton, Heroku, Netlify, Azure
BACK END	SQL, PostgreSQL, Express, Django, .NET, MongoDB, Mongoose
PROGRAMMING	JavaScript, Python, C#, C++, Git
SOFTWARE	Adobe Creative Suite, Microsoft Office, Unity, Autodesk Maya, Autodesk 3DS Max, V-Ray

SOFTWARE DEVELOPMENT PROJECTS

Leftover - [Live Site](#) - Full-stack web application that allows users to keep track of food in their pantry and save recipes from suggestions made based on the ingredients they have

- Combined knowledge C#, .NET, and Azure to build and deploy a back-end web API with full CRUD functionality and RESTful routes for both ingredient and recipe data
- Utilized Javascript and React to build a professionally-designed front-end application deployed using Netlify
- Made use of a third-party API to provide users with a variety of detailed recipe suggestions to save for later viewing

Potluck - [Live Site](#) - Full-stack web application that provides home cooks with the ability to post detailed recipes to share with friends and family

- Utilized MongoDB, Express, and Node.js to build and deploy a full stack application to Heroku in one week with full CRUD operations hitting all RESTful routes
 - Created relationship between recipe and author models using Mongoose so that author profile pages could be linked within recipe pages
 - Designed the application with a clean, professional, and user-friendly layout using Bootstrap and additional CSS with flexbox and grid layouts
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PROFESSIONAL EXPERIENCE

EwingCole - *Architectural Digital Artist* - Philadelphia, PA APR 2019 - JUN 2022

- Planned and executed all aspects of virtual reality and mobile applications for Oculus and Android in Unity for practical use of architects
- Modeled, textured, and lit 3D site models based on architectural documentation using 3DS Max and V-Ray
- Collaborated in a team of two to produce photorealistic renderings of interior and exterior spaces

UP Design - *Freelance Motion Artist* - Montclair, NJ JUN 2017 - JAN 2018

- Designed and produced motion graphics and videos for both internal marketing and clients using Adobe Photoshop and After Effects
 - Collaborated in a team of four to develop branding for customers based on their individual needs
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EDUCATION

General Assembly JUL 2022 - OCT 2022

Software Engineering Immersive

Drexel University SEP 2016 - JUN 2020

Bachelor of Science in Animation and Visual Effects, Minor in Computer Science