Schuyler Klaassen

Summary

A natural born explorer fascinated by intersections of function, aesthetic and design. With a focus in User Experience, and strong skills in HTML5, SVG, CSS, and JavaScript, I'm looking to join a team that supports and pushes one another in a drive for individual and overall product success.

Skills

Web Development

HTML5	Sketch	Vue
CSS	InVision	API
Grid, Flex	GIT	JSON
SVG	Ember	NPM/Node
Sass/scss	Angular	Mocha
JavaScript	jQuery	Chai
UX/UI		

Other

Meticulously detail-oriented, analog & digital photographer, and bicycle & motorcycle mechanic. Basic+ levels of Spanish, German, and Italian. Hospitality, restaurant management and service, team-building/oriented, pair/group-programming.

Education

Hack Oregon Hack University
November 2016 - February 2017
User Experience Design (UX)

Epicodus Web Development Bootcamp
January - June 2016
Front End Development (HTML, CSS, JavaScript, AJAX, API, UI/UX, Responsive Design)

CUNY - CityTech, City College
January 2008 - June 2011
Mech. Engineering.

Experience

Wacom Technologies *Web Content Specialist*
Oct. 2016 - Present

· Implement change requests within Agile environment; communicating with multinational team via JIRA/Confluence.
· Utilize HTML and CSS within Sitecore CMS to create and edit front-end of www.wacom.com.
· E-store management via Insite - adding, updating content and appearance of product pages, translation dictionaries, setting/adjusting pricing, inventories, coupon codes, etc.

Black Tower Entertainment *Front-end Intern*
June & July 2016

· Brainstormed, hand-drafted, and wireframed within Sketch for redesign of multi-player 'Lobby' page and character customization panel.
· Coded new fully-fleshed Sketch design onto Handlebars templates in JavaScript MVC Ember2, and styled with Sass/scss.
· Integrated by merging development branch into pre-existing company master branch using Github pull-requests.

Projects

Hack Univ. & Hack Oregon Work
Fall/Winter 2016-'17

'CivicApps' Site Redesign   UX/UI Designer
· Sprint assignment to brainstorm and wireframe a mock site refresh for out of commission data resource project.

Transportation App   UX Researcher
· Queried possible users, in order to better inform future design and development of *faux*-directions/mapping app.

PBOT Roadwork Form   UX/UI Designer
· Researched and designed webform to both collect and show roadwork sites in table and map for Bureau of Transportation.

Epicodus Project Work
Spring 2016

BeerOCrat   UX Designer/Researcher
· 2-day UX research & design sprint resulting in Sketch mockup, then prototyped with inVISION. https://invis.io/9W8CYROSV

S.Eagle Foods   UX Designer
· Faux grocery's app/website. Logos and mockup designed in Sketch, and prototyped with InVision. https://invis.io/XY793G1DK

The Woolen Men   Front-end/UI Developer
· Group project developing a website for a classmate's band in EmberJS. For responsiveness, a mobile-first approach using (s)CSS Flexbox. https://woolenmen.com