Steven Medina
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Skills

Software: JavaScript, Vanilla Javascript, React, Next.js, JQuery, HTML5, CSS3, Bootstrap, Trello, Heroku, Postman, Express, Node.js, MongoDB, Mongoose, Python, Django, PostgreSQL, Figma, Git, GitHub, Microsoft Office, Adobe Suite.

SOFTWARE DEVELOPMENT PROJECTS   Dec 2022 - Present

Around the World, Software Developer
- Created a full News CRUD application that displays already existing trending headlines and also allows the user to author their own articles via templated article pages and a rich text editor.
- Utilized Materialize, Python, JavaScript, News.API, and PostgreSQL.

Onit, Software Developer/Repo Manager
- Created a task management system that allows users to create and manage to-do lists via list categories, individual lists, and subtasks. The project uses authorization/authentication via Google Firebase.
- Utilized React.js, React-Bootstrap, Mongoose, MongoDB, CSS3, HTML5, Express, Node.js, and Google Firebase.

Yu-Gi-Oh! Fantasy Collection, Software Developer
- Created an application that displays an index of all existing Yu-Gi-Oh! Cards as of Feb 5th, 2023. Each card displays detailed data, and users have the option to see information, update card information, and produce card lists using cards from the database.
- Utilized HTML, CSS combined with some Bootstrap, Javascript, YGOPRODeck API, Node.js, Express, MongoDB, and Bcrypt.

PROFESSIONAL EXPERIENCE

JPMorgan Chase, Senior Accessibility Engineer   **Jan 2022 - Present**
- Produced accessible components using ReactJS.
- Developed code-based solutions for accessibility challenges and defects to streamline code deployments to launch new components and functionality to pages in production.
- Verified adherence to WCAG 2.1 Standards, Section 508, and the ADA for initiatives across assigned projects, using code reviews, design reviews, and software that ensure accessibility.
- Provided training and educational activities for Scrum and cross-functional teams to collaborate and ensure accessibility practices are implemented across departments.

The City University of New York, Accessibility Specialist   **March 2019 - Jan 2022**
- Audited CUNY Websites for WCAG 2.1 AA compliance by performing thorough tests to ensure compliance.
- Assessed and remediated PDFs in the media library by consistently reviewing them to achieve ADA compliance and ensure content and structure are usable and accessible.
- Produced guides for upholding accessibility standards for web content and electronic documents resulting in a 75% decrease of teams indicating they could not be independent.

NYU IT OTSS, UX Accessibility Designer   **Jan 2019 - Dec 2019**
- Created accessible wireframes, mock-ups, storyboards, user flows, process flows and site maps to effectively communicate interaction and design ideas that were explicitly compliant with WCAG 2.0 AA standards.
- Verified the implementation of accessible HTML, CSS, and Javascript with the development team by testing a variety of iterations across websites and applications prior to providing the client with the final deliverable.

EDUCATION

City University of New York
Master of Arts: Disability Studies   Jan 2021 - Present

GENERAL ASSEMBLY
Software Engineering Immersive   Nov 2022 - May 2023

New York University
Master of Science: Integrated Digital Media   Jan 2018 - Dec 2019

Middlebury College
Bachelor of Arts: Neuroscience and Theatre Double Major   Sept 2013 - May 2017