

Steven Medina

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Skills

Software: JavaScript, Vanilla Javascript, JQuery, HTML5, CSS3, Bootstrap, Trello, Heroku, Postman, Express, Node.js, MongoDB, Mongoose, Figma, Git, GitHub, Microsoft Office(Word, Excel, PowerPoint, etc.), Adobe Suite.

SOFTWARE DEVELOPMENT PROJECTS

Dec 2022 - Dec 2022

PokeStats, Software Developer

- Prompt: Utilize the PokeAPI to produce a tool that allows users to look up the base stats of a pokemon.
- Created a figma mockup demonstrating the UI of the proposed project.
- Utilized AJAX and jQuery to access and display API data.
- Designed the application with a mobile-first approach and styled the application using Bootstrap and CSS3 with flexbox inked layouts.

PROFESSIONAL EXPERIENCE

JPMorgan Chase, Senior Accessibility Analyst

Jan 2022 - Present

- 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 as contractually agreed upon with the Office of Civil Rights.
- 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.
- Ensured the procurement of accessible software by performing VPATs to maintain Section 508 and ATAG regulations.
- 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.
- Executed all stages of visual design from concept to final hand-off to the development team to produce a smooth transition between teams.
- 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.

NYU Moses Center for Students with Disabilities, Document Accessibility Technician

Feb 2018 - Jan 2019

- Reviewed electronic documents by using screen readers such as NVDA, JAWS, and Voiceover and document tags markup to produce accessible documents for students with disabilities.
- Converted written texts into accessible media including Braille, tactile graphics, and electronic text (e-text) to provide students with access to required materials for assigned courses.
- Scanned, edited and proofread documents to ensure accuracy and consistency with formatting guidelines.

EDUCATION

GENERAL ASSEMBLY

Software Engineering Immersive

Nov 2022 - Present

City University of New York

Master of Arts: Disability Studies

Jan 2021 - Present

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