

Sophie Homer

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Product Designer with a background in software development. Adaptable to new languages and programs. Detail oriented and dedicated problem solver. Previously, worked in costumes for feature films and television.

Work History

Product Design Intern - Strōma Medical

June 2022 - August 2022

- Delivered high-fidelity mockups and components
- Worked closely with engineers to work around constraints
- Facilitated design discussions with cross-functional teams to gather business and user insights to inform design decisions

Costume Designer - 21st Century Fox

October 2017 - June 2022

Costume Designer - CBS

April 2016 - September 2017

Costume Designer - Paramount

January 2014 - March 2016

Skills

Responsive Design, Accessibility, Prototyping, Journey Flows, Visual Design, HTML, CSS, Javascript, React, Bootstrap, APIs, Node, Express MySQL, MongoDB

Applications & Paradigms

Figma, Webflow, MVC, RESTful API's, Object-oriented programming, Git & GitHub

Education

Trilogy, UCLA Extension - Full-Stack Coding Bootcamp

December 2022 - June 2022