

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 costume design for feature films and television.

Work History

Product Design Intern - Strōma Medical

June 2022 - August 2022

- Facilitated design discussions with cross-functional teams to gather business and user insights to inform design decisions
- Delivered high-fidelity prototypes

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, 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 2021 - June 2022