Mitchell Wolfe

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Objective

To create content and interactions for all types of media. I want to be the one designing the look, interface and user experience for print, applications, games, and web pages.

Experience

Time Warner Cable Intern

2013 & 2014 June - August

Worked with HTML5, CSS3/SASS and Javascript on a team of interns to build a media streaming application to test prototype hardware. (2013)

Joined a team of engineers to design the interface, implement features and fix bugs for a future web based settop box user interface using primarily Javascript with various libraries, CSS, and GIT. (2014)

Education

University of Colorado Boulder

August 2011 - Present

Pursuing a Bachelors of Science Degree in Computer Science

Minor in Technology, Arts, and Media

Minor in Creative Writing

Senior with GPA of 3.7 and multiple Deans List semesters

Skills

Programming

Extensive experience in building web applications using Javascript and moderate experience building applications and scripts using C/C++ and Python.

Exposure to AngularJS and various JS libraries

Proficiency with GIT, Linux Systems and Terminal Commands

Understanding of Object Oriented Programming, Data Structures, A.I. and 3D Graphics

Design

Experience building company identity including logos, website design, business cards, corporate identity documents, and promotional videos.

Multiple web pages/sites and applications built using HTML5, Jade, CSS/SASS, and Javascript

Fluency in Adobe Products including Photoshop, Illustrator and InDesign

Constructed wireframes for web designs and applications then worked side by side with clients to tune the features and feel to their needs.

Photography

Client Photoshoot Experience

Extensive Editing in Photoshop for various types of Media