

Sara Artese

Senior Web Developer

 Portland, OR

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Skills

Languages:

HTML5 | CSS3 | Javascript |
C# | PHP | SQL

Frameworks:

React.js | Vue.js | jQuery |
Bootstrap | ReactNative

Libraries:

p5.js | d3.js | three.js |
socket.io | phaser.js

Build Tools:

babel | webpack | eslint |
docker | AWS | Mongo DB
Atlas

Software:

Figma | Invision | Heroku |
Adobe CC | Touchless Touch
| Kinect SDK | Unity |
Arduino | Processing

Others:

American Sign Language |
Web Accessibility |
Quality Analysis | UI/ UX
Design | Advertising

Work Experience

Helios Interactive, Portland. OR / Hybrid

Senior Web Developer / *Technical Director* (July 2022- October 2022)

Continuing work with varying teams to produce client projects as well as stand as lead technical contact for the team and client. Produce projects as sole developer and manage support developers throughout the project timeline.

Helios Interactive, San Francisco, CA / Portland. OR / Hybrid

Developer - Web (August 2019- July 2022)

Continuing work with varying teams to produce client projects as well as create prototypes, research, and give estimates for new asks on current projects. Manage documentation and updates to existing reusable code bases.

Helios Interactive, Portland. OR / Remote

Helios Culture Club Lead Organizer (March 2020- Present)

Leading a small team to keep coworkers connected while working remote and planning events virtual / in person for team bonding, farewells, or holidays.

Helios Interactive, San Francisco, CA

Associate Developer - Front-End Web Developer (July 2018- August-2019)

Worked as a part of a production team to create interactive installations for clients as requested for events by using front-end technologies and testing deliverables throughout the process.

Bose, Framingham, MA

Technical Intern (June 2017-August 2017)

Worked closely with the development team to research data from music streams, prepare components, and integrate them into a working platform for continual development and product use.

Education

Rochester Institute of Technology, Rochester, New York

Bachelor of Science in New Media Interactive Development

Magna Cum Laud

Web Development Minor

American Sign Language and Deaf Culture Studies. Minor

Interactive Games and Media Undergraduate Delegate

Benjamin A. Gilman International Scholarship