

<ReadMe/>

Full-Stack JavaScript developer with a degree in industrial design, looking to join a team where I bring my passion for collaborating, growth, and analyzing code to find solutions. As a avid hiker and creative, you can find me in the mountains making videos about the PNW.

<education/>

Bachelor of Science,
Industrial Design & Minor, Art
Walla Walla University,
College Place, WA
Cum Laude
June 2012

Full-Stack Development,
Alchemy Code Lab
Portland, OR
July 2018

<skills/>

{code}

JavaScript(ES6)
React/Redux
JQuery
Node
Express
HTML5
CSS/SASS
Git/GitHub
MongoDB
SQL/Postgres
Webpack
Mocha/Chai
Jest

{graphicDesign}

Photoshop
Illustrator
InDesign

{other}

Responsive-design
Agile
Scrum
TDD

STEPHANIE SMITH

stephsmithcode@gmail.com

[GitHub](#) | [LinkedIn](#)

509.301.6676

<devProjects/>

Rally [Site](#) | [GitHub](#)

Tech: React, Redux, SASS, Node,
Express, MongoDB, Mongoose,
Webpack, Mocha, Chai, Jest

Concept: A social network
designed for those with a passion
for sports to connect, create
groups, and host events.

Dad Joke Library [Site](#) | [GitHub](#)

Tech: jQuery, Node, Express,
MongoDB, Mongoose,
Mocha, Chai

Concept: Developed with dad jokes in
mind, this app collects jokes and
punchlines submissions, then users
can vote for their favorites.

SnapShot [Site](#) | [GitHub](#)

Tech: React, Redux, SASS, Node,
Express, MongoDB, Mongoose,
Webpack, Mocha, Chai, Jest

Concept: An image gallery app,
created to organize photos into
albums.

<workExperience/>

Teaching Assistant, Alchemy Code Lab

July 2018-Present

Guiding students through the process of learning JavaScript(ES6),
object-oriented programing, and version control using Git and GitHub.

Industrial Designer, Pacific Custom Products, Inc

July 2014-January 2018

Developed and designed 3D models, renderings, and technical drawing for retail
displays. Worked in collaboration with designers, salespeople, and
manufacturers to problem solve and develop high quality products for our clients.

Freelance Graphic Designer

September 2009-July 2014

Collaborated with clients to create print media, branding concepts, and
multi-page layouts using the Adobe Creative Suite. Ensured design and print
quality, while staying within time constraints of the project.

Special Projects Crafts-person & Designer, Walla Walla Foundry

September 2012-March 2014

Paul McCarthy – *Sculptures*, Houser & Wirth, New York.

- Enhanced efficiency by streamlining processes.
- Advanced from apprentice to assembly lead.

Urs Fischer – *URS FISCHER*, Museum of Contemporary Art, Los Angeles.

- Liaison between the remote production team and headquarters.
- Project documentation and interdepartmental communication.