UX Engineer

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SUMMARY EDUCATION

I'm a web developer who is passionate about creating impactful digital experiences. I am particularly interested in user interface development using React and React Native. I'm enthusiastic about using cutting-edge technology, and love the challenge of picking up new languages and frameworks.

EXPERIENCE

Web Development Intern - Sightworks

Summer 2017

- Created interactive google analytics dashboards using Chart.js for clients such as AllState and IKEA.
- Developed a web application to allow developers and web administrators to create custom dashboards using google analytics and data collected by the Sightworks development platform, DigitalXE.
- Wrote documentation for the DigitalXE platform to assist developers navigating the cutting-edge development tool.

Junior UX Designer - Hack Oregon

Fall 2016 - Spring 2017

- Worked with lead designers, developers, and data scientists to produce 9 interactive data visualizations about homelessness in Portland.
- ☐ Used modern tools and standards to create user persona, wireframes, and conduct user testing.
- Presented the data visualization product in front of hundreds (including several elected officials) at OMSI.

Manager & Marketing - Rose City Coffee Company

Spring 2015 - Spring 2017

- Modernized social media strategy that increased follower engagement by 500%, and increased followership from approximately 200 followers (December 2015) to over 2,300 (March 2017).
- Hired and coached new employees as the company grew 4 employees (spring 2016) to 11 (spring 2017).
- Designed company assets such as loyalty cards, coupons, and t-shirts.
- Developed procedure documentation and barista manual.

Epicodus

February 2017 - Present Web & Mobile Development

Hack Univeristy

July 2016 - Present React, UX Design, Infographics

Treehouse

July 2015 - February 2017 Web Design & Development

Lewis & Clark College

August 2011 - August 2014 B. A. Economics '14 (Honors)

SKILLS

JavaScript CSS/SCSS/Less
Java/Android Data Visualization
React UX Design
Git Doc Writing

PROJECTS

Unsheltered (UX Design) Open source data visualizations about homelessness in Portland. I used Figma to create wireframes and inVision for prototyping.

Clicksand (Java, psql)

A find-and-click game that tracks the amount of time it takes the user to solve puzzles and tracks high scores.

Run The Numbers (D3)

I led a team interested in learning the D3 library as we created a series of fun, interactive and informative graphs about Portland.