

Terrill Hilliard

Software developer & Techincal Support

Highly skilled and experienced Front-End Developer with a proven track record of creating visually appealing and user-friendly websites. Proficient in HTML, CSS, JavaScript, and jQuery. Strong understanding of responsive design and cross-browser compatibility.



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vercel terrillhilliard.vercel.app

github github.com/terrillhilliard

WORK EXPERIENCE

Techincal Support

Bank of America

Achievements/Tasks

- Tackled troubleshooting and problem resolution to support end-user technical issues.
- Reviewed requests for service to resolve IT difficulties, documenting and fielding tickets to improve problem resolution.

Junior Front-End Developer

Robert Half

Achievements/Tasks

- HTML email development; including promotion, transactional, and newsletter templates. As well as using CSS and JS for creating savvy landing websites.
- Built layouts according to customer parameters using HTML5 and CSS3.

Data Analyst

Wells Fargo

Achievements/Tasks

- Acted as the key point of contact and built significant relationships with application development teams.
- SQL data base projects.

Hedge Fund Accountant

CITCO Fund Services

Achievements/Tasks

- Prepared monthly and year-end closing statements, financial documents and invoices.
- Monitored balance sheets and income statements to evaluate financial performance.

EDUCATION

Finance & Accounting

Wingate University

SKILLS

HTML5 & CSS3

Javascript

jQuery

Bootstrap & Taiwind

Node.js (express)

Python

React

APIs

Git

SQL

PERSONAL PROJECTS

Python - IVR System

(<https://github.com/terrillhilliard/signalwireIVR.git>)

- This project provides an interactive voice response (IVR) system that allows users to interact with a SignalWire phone number and perform various actions based on their input. The IVR is powered by the SignalWire SDK for Python, which provides a set of tools for a telephony application.

FRONT-END - Simon Game

(<https://terrillhilliard.github.io/simongame>)

- This classic memory game, written in HTML, CSS, and jQuery, will test your memory skills and keep you entertained for hours. The goal of the game is to repeat the sequence of flashing colors displayed by the game. Each round, the sequence becomes longer and more complex, so you'll need to have a sharp memory.

FRONT-END - Drum Kit

(<https://terrillhilliard.github.io/drumkit>)

- A web-based music application featuring a drum kit and keyboard with sound effects. Each button on the drum kit and keyboard was programmed to produce a unique sound upon clicking, allowing users to create and play their own compositions. (HTML/CSS/JavaScript)

FRONT-END - Dice Game

(<https://terrillhilliard.github.io/dicegame>)

- A web-based dice game featuring a randomized outcome and a single winner. The game utilized JavaScript to generate random numbers and determine the winner, while HTML and CSS were used to create a visually appealing user interface. I also implemented a refresh function, allowing users to roll the dice and play the game again.

Python - Remote Keylogger

(<https://github.com/terrillhilliard/remotekeylogger.git>)

- The keylogger is written in Python3 and utilizes a range of libraries and modules to function. It is designed to run in the background, silently recording keystrokes and sending them to a specified remote server. The server can then be accessed by the user to view the recorded keystrokes.