412-620-8859 veemcgyver@gmail.com github.com/vzm5 linkedin.com/vzm5

# VIBEKA MCGYVER

WEB DEVELOPER Pittsburgh, PA

### **TECHNICAL SKILLS**

HTML/CSS

C#

avascript

Bootstrap

PHP

MySQL

Git

Illustrator

Photoshop

Premiere Pro

Unity

**UI/UX** Design Principles

## PROFESSIONAL SKILLS

Organization

Attention to Detail

**Teamwork** 

Leadership

Problem Solver

Punctual

Social Media

Intermediate Japanese

#### **REFERENCES**

Vickie Pan Owner, Kawaii Gifts 412-687-2480 vickie@shopkawaii.com

Dr. Alison Langmead Clinical Assoc. Professor and Director, Visual Media Workshop adlangmead@pitt.edu

# **EDUCATION**

B.S. INFORMATION SCIENCE MINOR IN JAPANESE University of Pittsburgh | Dec. 2020 | GPA: 3.588

· Dean's List, University of Pittsburgh

2016, 2018, 2019, 2020

## **WORK EXPERIENCE**

KEYHOLDER & FREELANCE WEB/DESIGN WORK KAWAII GIFTS | Pittsburgh, PA | April 2017 - Present

- · Online store redevelopment project:
  - · New logos and banners
  - · Updated store organization, pointing customers to trending items
  - · Editing a live website's HTML/CSS while ensuring its functionality
  - · Importing new products into webstore database via CSV
- · Customer service
- · Employee training
- · Visual merchandising and warehouse management

# TECHNICAL UNDERGRADUATE RESEARCH ASST. UNIVERSITY OF PITTSBURGH | Pittsburgh, PA | Sept. 2016 - Jan. 2018

- · Dietrich School of the Arts and Sciences Visual Media Workshop
- · Studied D3.js, a Javascript data visualization library
- · Used D3.js to develop a prototype data visualization for the project Itinera
- · Publication:

Christopher Drew Armstrong, Lily Brewer, Jennifer Donnelly, Alison Langmead, Vee McGyver, Meredith North, "Itinera's Displacements: A Roundtable," Journal18, Issue 5 Coordinates (Spring 2018), http://www.journal18.org/2741. DOI: 10.30610/5.2018.

#### **KEYHOLDER**

SCOOPS IN BLOOMFIELD | Pittsburgh, PA | Aug. 2015 - April 2017

· Customer Service

### STANDARDIZED PATIENT

UNIVERSITY OF PITTSBURGH | Pittsburgh, PA | Aug. 2012 - Sept. 2015

- · Provided medical students with role-play structured learning experiences simulating patient interaction
- · Provided structured and appropriately constructive feedback to students