Erika N. Winters

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Experienced in both development and design, seeking developer position in which I can use my wide cast of skills to assist my team and create a rock-solid product while simultaneously developing myself.

RELEVANT WORK EXPERIENCE

SOFTWARE DEVELOPER & DESIGNER – LeapCaller, Leap Forward LLC – Jul 2018 - Mar 2020

- Tools: JavaScript, Vue.js, Vuetify, MongoDB, Git
- Designed UI for entire client-side application to view and manage upwards of hundreds of customer contact information and emails
- Developed mass-emailing and file management tools to streamline client communication process
- Performed biweekly sprints to adjust to new stakeholder needs and additional feature implementation

FULL-STACK WEB DEVELOPER & IT – Honors College, University of South Florida – Aug 2015 – Jan 2019

- Tools: C#, ASP.NET, JavaScript, Bootstrap 3/4, MSSQL
- Worked closely with college faculty to develop a scalable tech tracking and checkout system to inventory more than 100 electronic devices, all faculty workstations, and streamline professor rental of devices
- Streamlined tools to help advisors process more than 7,000 student records
- Engaged in Scrum methodologies alongside USF's main IT developers

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SKILLS

- **Intermediate** knowledge of: C#, JavaScript, HTML/CSS, Flexbox, Bootstrap, Vue.js, Vuetify
- **Fundamental** knowledge of: Node.js, React.js, Git, MSSQL, Webpack
- **High-level communication** – Responsible for acting as liaison between development team and non-tech-oriented stakeholders, also spoke as an indie developer at multiple PAX conferences to thousands of attendees
- **Adaptability** – Extremely comfortable in adapting to new challenges, such as assimilating into a non-English speaking community and workplace abroad or learning new web technologies in weeks
- **Multi-tasking** – Accustomed to performing multiple duties of differing disciplines at the same time
- **Time-management** – Kept strict timelines while performing independent study in college, completing thesis, and participating in game jams
- **Project leadership** – Acted as lead for semester final projects and professional development teams

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PROJECTS

The Hole Moon – Brackeys Game Jam 2020.1 – Feb 2020

- Tools: Unity2D and C#

- Placed #23 for Graphics and #157 Overall out of 723 submissions

The Art of Experience – Honors Thesis – Jan 2018 – Dec 2018

- Tools: Vuforia, Unity3D, VR Google Cardboard, JavaScript
- Designed and built an art installation using VR/AR technology to combine traditional and digital art

Crystals & Curses – Leap Doctor Games, Leap Forward LLC – May 2017 – Apr 2018

- ★ Chosen as PAX South 2017 Rising Showcaser
- Tools: Unity, Git
- Acted as Art Lead for small indie team, creating all assets, design, and promotional materials
- Presented at multiple game conferences to thousands of people and discussed development cycle

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EDUCATION

BS IN COMPUTER SCIENCE – University of South Florida – Aug 2013 – Dec 2018

- Graduated with Honors with GPA of 3.5, completed Honors College thesis and additional curriculum
- Awarded Dean's List in Spring 2017
- Acted as Web Master for Women in Computer Science and Engineering in Fall 2017