

Erika N. Winters

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RELEVANT WORK EXPERIENCE

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

- Tools: JavaScript, Vue.js, Vuetify, MongoDB, Git, Agile
- Assumed the UI designer role to fill gap in team needs
- Redesigned 7 client-side views to manage hundreds of customer contact information and emails
- Prepared detailed mockups to assist teammates with desktop and mobile responsive styling
- Implemented mass-emailing and file management tools according to client feedback
- Produced new graphic designs for rebranding of platform and company
- Performed biweekly sprints to address stakeholder needs and additional features

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

- Tools: C#, ASP.NET, JavaScript, Bootstrap, MSSQL
- Coordinated with college faculty to develop 3 new forms for student processing
- Proposed and prototyped a scalable tech tracking system to manage more than 100 electronic devices and 30 faculty workstations
- Reduced average advising session times by 15% by streamlining tools for one-on-one student advising and check-in systems
- Improved workflow for advisors by assimilating 4 smaller tools into 1 dashboard
- Managed SQL database containing more than 7,000 student records
- Introduced Bootstrap to student dev team to enhance structure and accessibility of website
- Engaged in Scrum methodologies alongside USF's main IT developers

SKILLS

- **Intermediate** understanding: C#, JavaScript, HTML, CSS, Flexbox, Bootstrap, Vue.js, Vuetify, Adobe Photoshop
- **Fundamental** understanding: Node.js, React.js, Git, MSSQL, Webpack, SASS, Adobe Illustrator
- **High-level communication** – Acted as liaison between development team and non-tech-oriented stakeholders, spoke at PAX conferences to thousands of attendees
- **Flexibility** – Extremely comfortable in adapting to new environments and learning new web technologies in weeks
- **Multi-tasking** – Accustomed to performing multiple duties of differing disciplines simultaneously according to development cycle needs

- **Time management** – Kept strict timelines while performing independent study in college, completing thesis, and participating in game jams

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 constructed an art installation featuring 4 unique pieces 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
- Held responsibility as Art Lead for small indie team
- Created hundreds of assets, design, and promotional materials
- Presented at multiple game conferences to thousands of attendees

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 (WICSE) board in Fall 2017
- Classwork: Data Structures, Algorithms, Software Design, Automata Theory, Computer Architecture, Discrete Structures