

XK

Xander Kaylan

Objective

Applying for a co-op as a front-end developer from May – Aug 2021

Professional Summary

Knowledgeable Web Designer/Developer with a strong handle of HTML/CSS, JavaScript/jQuery, and graphic design tools such as Adobe Illustrator and Adobe Photoshop. Proficient and driven in brainstorming, arranging, and implementing website architecture, functionality, and navigation layouts across all screen sizes.

Work History

RIT – Information & Technology Services - Web Designer

Rochester, NY
08/2019 - 12/2019

- Worked as a web designer for RIT's Student IT Office maintaining their student portal
- Implemented production-level HTML/CSS and JS, designed mockups, icons, and prototypes, as well as ads and posters for events
- Created design templates and wrote documentation for all projects
- Wrote formal proposals suggesting both new features and changes to existing ones
- Made decisions based on target audience, customer requests, and feedback from teammates and advisors
- Utilized Agile Methodology: worked in 2 week sprints, had daily stand-ups, peer code testing, and weekly presentations with advisors

InSpirAVE - Web Developer Intern

New York, NY
05/2019 - 08/2019

- Interned at a FinTech startup as a developer adding features to their web app
- Worked with HTML/CSS, JS & jQuery, JSP, and some Java
- Utilized CSS Flexbox and/or Grid for all design layouts
- Wrote CSS media queries and in some instances JS to make the site 100% mobile friendly
- Created modals allowing users to enter custom email messages, made jQuery ajax calls to send the messages into the backend, and used Java Mail to have it appear in email templates
- Worked with other developers and designers and accomplished many goals as a team

Projects

Audio Visualizer | HTML5 Canvas & Web Audio API | Feb-March 2020

- Combined HTML5 Canvas and the Web Audio API to show canvas elements changing based on audio
- Implemented a Bezier Curve, 2 triangles, a row of bars, and image effects such as invert, emboss, and noise
- Coded play/pause and track timing by hand, added a progress slider that updates as the track plays, text that shows current minute and second, and made dragging the slider change track progress
- Added option to activate a distortion effect on the audio and canvas and adjust the value using a range input
- User can freely click to show or hide all display options, adjust all sliders, and change both the curve and triangle colors at any point while the app is running

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Skills & Software

- JavaScript, Node.js, HTML/CSS, MongoDB, C#, Unity, UI Design, problem solving
- Visual Studio Code, Visual Studio, Eclipse IDE, IntelliJ IDEA, Brackets, Adobe Illustrator, Adobe Photoshop, Adobe XD

Education

Expected in 06/2022

Rochester Institute Of Technology

Rochester, New York
Bachelor of Science: New Media Interactive Development
• Dean's List Spring 2019 and Spring 2020
• GPA 3.45

Activities

National Outdoor Leadership School | Alaska Backpacking | Summer 2016

- Backpacked in Alaska for 29 days. Learned outdoors skills, working better in groups, improved problem solving, and taking initiative

RIT Outing Club | Member | August 2017-Present

- Hiked with other RIT students in Monroe County area and went on camping overnight trips

Projects (continued)

Star Finder | Web APIs | April 2019

- Worked with a partner to create a JS web app utilizing the *Star Wars* free API so users can get information about *Star Wars* characters
- Made three user controls for accessing character information: Searching, viewing random characters, and filtering them by movie
- Coded the process of pulling the data from the API and appending it onto panels created with HTML and laid out with CSS Grid
- Used jQuery's flip plugin so users can switch from character names on the front panel to their information on the back