

YOKOW GAISIE

SOFTWARE ENGINEER

WORK EXPERIENCE

Web Developer (Front End)

2022 - Present
Freelance •
Part-time

- Performing requirements elicitation and standup meetings with clients to get client design-thinking for their project
- Designing wireframes and navigation maps for client confirmation using design tools like Adobe XD and Photoshop
- Developing and deploying HTML, CSS, and Javascript code according to wireframes designed
- Creating graphic design resources (Adobe Photoshop, Illustrator, Indesign, Premiere) as well as gathering estimated cost of outside online resources that may be needed
- Implementing some JavaScript libraries and frameworks when possible in projects scope

Software Engineer Intern

2021 - 2022
World Travel
& Tours •
Internship

- Designed and implemented UI/UX practices to create wireframes and transfer them into design software (Photoshop, Spark)
- Developed and integrated HTML5 and CSS3 code to replicate mockups/wireframes for company website
- Deployed Javascript(jQuery) code to implement backend equations and formulas for currency exchange rate calculator for site
- Identified feature requirements through collaboration with company heads frequently to update them on progress and brainstorm solutions to implementing requested features
- Enhanced portability by deploying responsive design for the website to allow for compatibility on various devices
- Troubleshoot, Identified, and resolved any bugs using unit tests and the Chrome browser's developer tools

PROJECTS

Senior Capstone Project - BGA Martian Dice

Aug Apr
2020 - 2021

- Collaborated with a team of three other developers to write, implement, and integrate code together to create the board game Martian Dice and publish it on the Board Game Arena(BGA) online platform
- Developed and maintained well-written HTML, Javascript, and PHP code
- Constructed and managed the game state changes and executed requests to the SQL database
- Executed values of teamwork through standups, peer review coding sessions, Agile and Scrum practices, and collaboration on GitLab

Flappy Bird - Java

Apr
2019

- Developed a clone of the popular mobile game "Flappy Bird"
- Used the Graphics, Color, and JPanel packages as well as a timer and event listeners for functionality

ChemChem App

Jun Jul
2018 - 2018

- Created working java code for reference for an app I planned to build
- Used data structures with lists and maps to call different values at a user's request
- Was made to serve as a dictionary for myself and other students enrolled in a chemistry course and featured a dictionary of elements, compounds, and a molar mass calculator



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ABOUT ME

A software engineer with entry-level experience specializing in web development focusing on creating and implementing both frontend and backend code and design. Adept at developing web and software solutions for businesses.

EDUCATION

**Bachelor of Science in
Software Engineering •
Minor in Interactive Media
Studies**

2017 - 2022
Miami
University -
Oxford, OH

Relevant Coursework: Data Structures, OOP, Software Construction, Software Engineering for UI/UX, Software Testing and Quality Assurance, Web Application Programming, Web and Interaction Design

KEY SKILLS

Java	C++
HTML	PHP
React JS	Wordpress
CSS	Photoshop
Javascript	Illustrator
jQuery	Indesign
MySQL	

WEB & GRAPHIC DESIGN PORTFOLIO

- Designed a portfolio website for work using pure HTML, CSS, Javascript, and PHP code as well as the CSS framework Materialize
- Link to portfolio:
- <https://ceclnx01.cec.miamioh.edu/~gaisiey/Portfolio/>