

Yukie Kushibiki

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LinkedIn: linkedin.com/in/yukushi/ | **Github:** github.com/yutsukushi | **Website:** yutsukushi.github.io/portfolio/

Front-end Web Developer with the determination to create positive user-interaction and to constantly strive for new learning in evolving technologies. Experience in fine arts and 3D modelling to provide unique insights on creative problem-solving in development.

TECHNICAL SKILLS

Node.js, Express, JavaScript, jQuery, React.js, GIT, Github, MongoDB, MySQL, HTML, CSS, Bootstrap, Media Queries, APIs, JSON, REST, AJAX, the command line

EDUCATION

Penn LPS Online

4/2019 - 10/2019

Certificate - Full Stack Web Development

Pennsylvania State University, State College, PA

7/2012 - 5/2018

BFA - Drawing & Painting | BDes - Interdisciplinary Digital Studio

APPLICATIONS BUILT

Curate | github.com/yutsukushi/Curate | curateapp-upenn.herokuapp.com/

- Art search engine, displays artworks by user-searched artist and savable art pieces for users.
- Built front-end in React and held a part in the back-end using MongoDB.
- Technologies used: MERN stack, Passport.js

WAPY Schools | github.com/DaWood32913/WAPY-Schools | dawood32913.github.io/WAPY-Schools/

- Single-page application, displays user form, table, and interactive map
- Collaboratively designed and developed user-interface for WAPY Schools
- Technologies used: HTML5, CSS3, Bootstrap, Mobile-Responsiveness

Crystal Collector | github.com/yutsukushi/Crystal-Collector | yutsukushi.github.io/Crystal-Collector/

- Randomized, unknown values assigned to crystals to match the goal to win
- Built front-end functionality with JavaScript, as well as, user-interface development.
- Technologies used: JavaScript, jQuery, Bootstrap

EXPERIENCE

PetSmart, Associate

9/2018 - current

- Engaging with customers to provide assistance with in-store services and products, and communicating with staff to ensure customer satisfaction.
- Problem-solving irregular occurrences during shifts for smooth, quick services.

AudioDrops, 3D Artist / UX Researcher Intern

10/2018 - 5/2019

- Brainstormed and rendered 3D asset concepts to be deployed in augmented reality.
- Applied user-experience standards to provide a fluid interaction in music-streaming application.

Mine Avoiders, 3D Artist / Researcher

1/2017 - 5/2017

- UV unwrapped 3D assets to be textured and established in the application.
- Researched for a factually-sound mobile game for the use by grade school students in Bosnia.
- Collaborated with the design team to discuss 2D visual concepts