



## ABSTRACT

I am an energetic, cheerful, and success-oriented web developer looking for the opportunity to work as part of a great and vibrant team. I come with a broad, solid foundation of work experience and the ability to work across disciplines. I strive to make sure the end product is perfect, no matter what it might be.

## EDUCATION

### The Art Institutes International Minnesota, Minneapolis, MN

*Bachelor of Science Degree in Visual Effects & Motion Graphics (with high honors)*

Degree completed: December 2011

Cumulative GPA: 3.9 on a 4.0 scale

## SKILLS

### SOFTWARE

WordPress	●●●●●	Stash/Bitbucket	●●●●●	Git	●●●●●
Adobe Illustrator	●●●●●	Adobe Photoshop	●●●●●	Sublime Text	●●●●●
Gulp JS	●●●●○	Adobe After Effects	●●●●●	Adobe Premiere Pro	●●●●●
Cinema 4D	●●●●○	Apple iWork Suite	●●●●●	Microsoft Office	●●●●●

### PROGRAMMING LANGUAGES

HTML/HTML5	●●●●●	CSS/CSS3	●●●●●	Javascript/jQuery	●●●●○
SASS Preprocessing	●●●●●	PHP	●●●●○	Ruby	●●●●○

### OPERATING SYSTEMS

Mac OS X	●●●●●	Microsoft Windows	●●●●○	Linux	●●●●○
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## EXPERIENCE

### PROFESSIONAL HISTORY

#### Code42, Minneapolis, MN, August 2014 - Present

##### Front End Developer

- Working closely with other developers and designers in the Creative Department (as well as Product Management, Engineering and Marketing) to improve the Code42 public websites.
- Tasked with solving complex problems and implementing designs with elegant solutions using JavaScript, jQuery, HTML, and CSS.
- Striving to deliver clean code, maintaining design, user experience and brand requirements throughout the development process.

#### The Shinebox, Minneapolis, MN, May 2012 - July 2014

##### 3D Artist/Animator

- Working in an often fast-paced environment, I always strived to complete my assigned videos with great attention to detail while keeping a meticulous eye on project organization.
- Bringing coding skills to the table, I was able to suggest and implement effective approaches for animation categories that were new to both the company and our clients.
- Being a member of a small team, I was required to balance many projects at once with overlapping deadlines and various complexities.

#### Pixel Farm Digital, Minneapolis, MN, November 2011 - May 2012

##### Interactive Production / Motion Graphics Intern

- Contract intern; worked on animations, eLearning websites and CMS-based websites.

#### Blockhead Film Festival, Minneapolis, MN, October 2010

*2nd Place in the Motion Graphics category.*