Amelia Bakameyer

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Profile

Front End Developer/ UX/UI Designer

Technology/Skills

Angular, Javascript, HTML, CSS, GIT, React JS, React Native, Material Design, Materialize CSS, Backbone.js, JQuery, Bootstrap, Foundation, Responsive design, Invision, Indesign, Illustrator, Photoshop, , Sketch, SQL, MongoDB, Ionic, Cordova, Ruby on Rails, Knockout.js, Nugent Packages, Visual Studio 2017, Source Tree, Zeplin, Adobe XD, Wordpress, Pivotal Tracker, Wordpress, Squarespace, Zeplin

Experience

Front End Developer , Polygraph Media, Austin, TX– February 2016- Present
Worked on Polygraph Media platform and homepage redesigns. I also helped come up with designs that would help solve certain problems within the platform. I have created mockups/wireframes and assets for the company to use in marketing and pitch decks. The ad platform helps brands/franchises with their Facebook Ad lifecycle, from strategy, to buying, and monitoring at scale across many different locations. We always try to innovate internally and see which tools have the potential to scale. Tech stack included: Knockout.Js, HTML, CSS, JS, C#, CosmosDB, and Source Tree for version control.

Front End Developer/Designer, SandBox Commerce, Austin, TX– December 2015- February 2016
Worked on SandBox Commerce platform and homepage redesigns. I also became the company's designer. I would create assets, decks, and mockups/wireframes for the company. The platform helps users create apps in a Wordpress-like format. Tech stack included Angular, Express, MongoDB, Node.js, HTML, CSS, Materialize, React, React-Native, Bootstrap, JQuery, NPM, Sketch, Invision.

Junior Web Developer, The New Office Austin, TX– February 2015- December 2015
Worked on customizations for clients using Netsuite and Netsuite Commerce Advanced. Primarily focused on front end development on e-commerce applications for clients. Tech stack included Backbone.js, HTML, CSS, and Bootstrap.

Projects

Polygraph Media Website
I was tasked to maintain the company website, so I learned how to use Wordpress for the effort. This wasn't difficult but it was frustrating at times not knowing where to look in order to change things on pages, especially knowing that it would take a couple lines of code.

Polygraph Media Commander Platform

The Commander Platform is a collection of tools that helps users with the Facebook Ad Lifecycle. These include strategy, planning, buying, proofing, moderating, reporting, optimizing, and billing. I worked on the front end restyling and we are in the process of redesigning the platform.

Polygraph "Laser"

This was a tool that came out of a hack-a-thon. We wanted to create a tool that could help advertisers find the ideal location to place their pins in the Facebook marketing platform based on data categories a users choose, i.e. People who eat at restaurants 3 or more days a week.

SandBox Commerce Platform Previewer

I worked on the front end for the platform. I was mainly in charge of getting our platform to look exactly like the Photoshop/Invision mockups of the redesign. I also used various javascript libraries and jQuery to enable certain desired functionality.

SandBox Commerce Apps

I styled and maintained the looks of the apps that get generated through our platform. Our apps were created using angular/cordova but we have redesigned our apps to use react-native and react js in the platform previewer.

SandBox Commerce Website

The website has gone through 2 redesigns while I worked here. I managed the company's website. I chose a design that fit with the platform's material redesign. I created assets and managed the website's content.

MIT/TEKTON TOOLS

I worked on the front end for the e-commerce store. I mainly manipulated the HTML and CSS to make the views look exactly like the Photoshop mockups of the store. I also used javascript and jQuery to enable certain desired functionality.

Education

University of Washington, Seattle, WA
Bachelor of Arts Psychology, 2009

Web Development Student, MakerSquare Austin, TX– April 2014- July 2014
Attended a 12 week immersive web development bootcamp.There were classes 60 hours a week and we focused on front-end and back-end development principles to prepare students to become full-stack developers.