

MIRANDA BASHORE

FRONT END DEVELOPER

CONTACT

949-829-2784

mcbashore@gmail.com

Irvine, CA

[LinkedIn](#) | [GitHub](#) | [Twitter](#) | [Portfolio](#)

TECHNICAL SKILLS

◆ Strong -

JavaScript, jQuery, HTML5, CSS3,
Bootstrap, ReactJS, Redux,
MaterializeCSS, Material-UI,
AJAX, Git, GitHub, Adobe
Photoshop, Adobe Illustrator

◆ Experienced -

Firebase, SCSS/Sass, ES6,
AngularJS, PHP, NodeJS, Sketch

EDUCATION

LearningFuze | Irvine, CA - 2017

Accelerated Web Development Program

UX Design Path | Lynda.com - 2016

Master of Music | Colorado State Univ.

Bachelor of Music | 2010 - 2016

Website Design and Management

PERSONAL EXPERIENCE

◆ Sang with the chorus of *Video Games Live* and was part of Sephiroth's theme from *Final Fantasy VII*, *Skyrim's* theme, and other classic video game music.

◆ Lover of yoga, horror games, and dogs.

APPLICATIONS DEVELOPED

oladaa - Your Activity Companion - [Live](#) | [GitHub](#)

- An application that suggests events based on a user's interests and activity level.
- Built the app as a front-end developer using React and Redux in a team of three.
- Broke down the app into modular components with Material-UI and pulled data from the Fitbit and Meetup API's to populate relevant events near the user.
- Used an agile development process to size and test prototypes fast and often.

Plenty of Paws - [Live](#) | [GitHub](#)

- An application to display cats or dogs at animal shelters based on a location input.
- Combines three different API's: Google Maps, Walmart, and Petfinder.
- Served as a front-end developer responsible for the Google Maps API and styling.
- Used JavaScript and jQuery heavily for DOM creation and AJAX calls for API data.

Witcher Match - [Live](#) | [GitHub](#)

- A concentration-like game with *The Witcher 3: The Wild Hunt* theme.
- Utilized HTML5 for structure and CSS3 and Bootstrap for responsive styling.
- Employed JavaScript and jQuery to calculate statistics, create responsive health and stamina bars, and card-revealing functionality.

PROFESSIONAL AND RELEVANT TECH EXPERIENCE

Graduate Teaching Assistant | Colorado State University 2015 - 2016

- Communicated with students to resolve any conflicts with their assignments and provided thorough feedback over email and in-person to improve their performance in class.
- Collaborated with colleagues to meet deadlines and prepare lectures.
- Awarded for outstanding writing and academic work.

Volunteer | Coder Day of Service Hosted by Girl Develop It and HP 2015

- Learned to use Git and GitHub, and adjusted the Girl Develop It website CSS for increased usability.

Social Media Intern | TechStars Internship, Boulder, CO 2013

- Interned for the start-up Shopventory, a company aimed at improving small business owners' Point-of-Sales systems.
- Wrote blog posts, researched POS systems, and interviewed target users to better understand their pain points and small business practices.

Writer, Editor, and Team Leader | Gameskinny.com Internship, Remote 2013

- Researched game news and drafted articles daily as part of a remote team.
- Promoted to editor and team leader for consistency and quality of writing.
- Top article garnered over 10,000 views from search engine optimization and social media strategy.