Megan C. Smith

A front-end software and web developer to make life a little easier :)

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Education

BS New Media Interactive Development

Minor Game Design and Development

Rochester Institute of Technology 2019

Skills / Tools

Languages:

HTML / CSS, JavaScript, TypeScript, C++, C#

Frameworks:

PixiJS, GreenSock, Canvas API, HammerJS

Applications:

Visual Studio Code, Unity,

Adobe Photoshop, Adobe Illustrator

Experience

Associate Software Engineer — Feb 2019 – Current

American Greetings

Currently working in the Digital Product Department with nine other co-workers. Created interactive e-cards with PixiJS, TypeScript and GreenSock. Contributed to the libraries to increase code productivity. Also, ran a book club to read and discuss chapters on coding designs and patterns.

Front-end Developer — June 2018 – Aug 2018

Rochester Regional Health

Used HTML / CSS, JavaScript, Angular, React, and Redux to create functional web pages to display hospital data. Worked on four projects for two to four weeks each in teams of no more than three. Had to communicate with back-end developers and with UI designer in order to code the web page's look and functionality.

GUI Developer — May 2017 – May 2018

Mastodon Design

Was responsible for creating a clean user interface, coding new features, and designing icons that conveyed their function for the company's software. Worked mostly by myself coding in C++ and designing in Illustrator. Often times optimized software from pre-existing code that was inefficient or not working.

Projects

Talking Selfies — Canvas API | HammerJS

Was responsible for coding the image's transformations to correspond with the mouse and scale slider. Also coded in pan and pinch hand gestures to transform the image on all types of mobile devices. Worked on with two other developers.

Magical Journey — PixiJS | TypeScript | GreenSock

Worked on converting name particles to base64 string, seamlessly switching between videos, and quality checking the e-card for issues. Developed with three other programmers and communicating directly with the artist.