Kayla Kremer
Front-End Developer

ABOUT me

I am a front-end developer with a background in videogame design.

CONTACT

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PORTFOLIO

kaylakremer.com

github.com/KaylaKremer

AWARDS

Tensorflow World
Diversity and Inclusion Scholarship
O'Reilly Media | Oct 2019

Selected by O'Reilly Media to attend Tensorflow World, the first Google machine learning conference for Tensorflow, in Santa Clara, CA.

JSConf US
Opportunity Scholarship
JSConf | Aug 2018

One of thirteen scholarship recipients selected by JSConf US to attend the 2018 conference held in Carlsbad, CA.

Google
Grow with Google Developer Scholarship
Google & Udacity | Apr 2018

Chosen by Google & Udacity to take their Mobile Web Specialist Nanodegree program for free as part of the Grow with Google Developer Scholarship Program.

TOP SKILLS

- HTML5
- CSS/SCSS
- JAVASCRIPT
- REACT
- REDUX
- CYPRESS
- GIT
- RUBY/RAILS
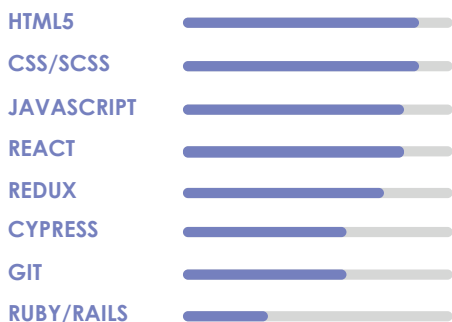
EXPERIENCE

Software Engineer II
Jan 2020 - Present

GOCANVAS
Languages/Libraries/Frameworks/Tools: JavaScript (ES6+), React, Redux, Storybook.js, Ruby, Rails, Cypress, SCSS/CSS3, HTML5, Git, GitLab, Jenkins, Honeybadger, Jira

- Work on the front-end for the MVP release of GoCanvas's Builder 3 app, rewritten completely in React and Redux.
- Give presentations on various front-end topics, such as React state management, as part of GoCanvas's engineering department's "Tech Talk Series".
- Lead front-end development for new COVID-19 toolkit billing section by converting previous Rails and jQuery code into a React SPA.
- Help create, maintain, and improve codebase for styles and components defined in an internal design system called Foundry using Storybook.js.
- Resolve Jira tickets for both the front-end and back-end of GoCanvas's web platform app.
- Participate in SCRUM agile workflow with daily stand-ups, sprint plannings, groomings, backlogs, and retrospectives.

Associate App Developer
Jan 2019 - Dec 2019

BLUE RASTER
Languages/Libraries/Frameworks/Tools: JavaScript (ES8), React, Redux, Alt.js, ArcGIS (Esri), HTML5, CSS3/SCSS, Material UI, Stylus, Cypress, Git, Docker

- Worked within a team of developers, GIS analysts, graphic designers, and project managers to build geospatial apps for global brands that utilize Esri's ArcGIS.
- Created and styled React components for National Geographic, WCS, and World Resource Institute's Global Forest Watch Pro and Mapbuilder apps.
- Participated in daily code reviews, meetings with clients, and occasionally lead weekly lunch training seminars for Blue Raster's dev team.

Junior Web Developer
Feb 2018 - Nov 2018

SPIRITOUS, LLC
Languages/Libraries/Frameworks/Tools: JavaScript(ES6), jQuery, C3.js, HTML5, CSS/SASS, Bootstrap, Node.js, PHP/Laravel, Git, Gulp
Platforms: SharePoint (2013 & 2016), WordPress CMS

- Collaborated with a small team to improve and debug errors for websites hosted on SharePoint and WordPress, such as MainSpring and The Council of Independent Colleges.
- Worked with a senior developer to create custom web parts and page layouts in SharePoint.
- Occasionally designed logos and wireframes using Adobe XD, Photoshop & Illustrator.
- Participated in meetings and user research to help understand client's target audience as well as developed an information architecture and branding strategy for them.

Applications Developer I
July 2017 - Feb 2018

WSP USA
Languages/Libraries/Frameworks/Tools: JavaScript, jQuery, HTML5, CSS3, Selenium, C#
Platforms: SharePoint (2013), Unity3d, Blender

- Redesigned layouts for WSP's FEMA inspector registration webpages & expense reports app.
- Created 3D art assets for inspector training simulation app prototype using Blender and Unity3D.
- Ran Selenium automated tests on intranet SharePoint site.

EDUCATION

Udacity/Google
Aug 2018

MOBILE WEB SPECIALIST NANODEGREE
Certificate: https://confirm.udacity.com/4LLGK9MF

- Selected by Google to take Udacity's Mobile Web Specialist Nanodegree Program as part of their "Grow with Google Developer Scholarship Program".
- Topics covered included Progressive Web Apps (PWAs), Accessibility, Mobile Responsive Design, and offline capability for apps.

George Mason University
Jan 2010 - Aug 2013

COMPUTER GAME DESIGN, BFA
3.95 GPA (unweighted scale), Summa Cum Laude graduation honors, Phi Beta Kappa member

- Part of the first graduating class for GMU's Computer Game Design BFA program.
- Courses taken in a variety of art and design disciplines, including 3D animation, web programming, music composition, and game design theory, as well as a required internship in order to graduate.