# Laura Padilla

# Frontend Software Engineer

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## 01 Education

#### **Pratt Institute**

M.S. Communications Design 2013 — 2015, New York, NY

#### Penn State University

B.A Photojournalism; French & Architecture Studies minors 2008 — 2012, State College, PA

## 02 Work

#### Software Engineer - Base Two (2021 - Present, Remote)

→ Build custom software and large-scale fullstack applications for a widerange of clients using technologies like NextJS, Typescript and REST APIs. Replatform a large eCommerce site from .NET to NextJS and Typescript.

 $\rightarrow$  Build and maintain accessible and responsive UI components and cross-browser compatible web interfaces; debug production issues; help improve engineering standards.

 $\rightarrow$  Manage good standing relationships with clients and provide guidance/ support for team members through the completion of tasks.

 $\rightarrow$  Juggle multiple projects and switch between different frameworks and technologies.

#### UX/UI Designer + Developer – PPG Industries (2018 – 2021, Pittsburgh)

 $\rightarrow$  Lead UX/UI design as well as help build accessible UI components for our design system's component library in Angular.

 $\rightarrow$  Collaborate in an agile environment with products managers, customers, and data analysts to build accessible and user-friendly large-scale products and applications for our customers.

 $\rightarrow$  Build functional prototypes with semantic HTML/CSS for new product features and help with front-end development of Angular applications.

#### UX/UI Designer — Dick's Sporting Goods (2015 – 2018, Pittsburgh)

 $\rightarrow$  Collaborate with researchers, developers, and product managers to translate business requirements into high-impact features and experiences for our customers.

 $\rightarrow$  Create high fidelity prototypes to communicate interactions and design concepts for user testing.

#### 03 Summary

I'm a frontend software engineer with a focus on building beautiful, user-focused applications and websites while bridging the gap between design and technology. I also enjoy writing and maintaining clean, modularized code.

#### 04 Skills

#### Coding

TypescriptReactNext.jsRuby on RailsREST APIsCSS/SCSS

#### Industry Knowledge

<u>UX/UI</u> <u>Accessibility</u> <u>Responsive Web Design</u> <u>MVC pattern</u> <u>SEO</u> Performance Optimization

#### **Tools & Technologies**

<u>VS Code</u> Figma Github Git npm <u>Vercel</u> <u>Vite</u> <u>Sanity</u> <u>Tailwind</u> <u>Algolia</u> <u>Contentful</u> <u>react-stitches</u> <u>vanilla-extract</u>

#### Languages

<u>Spanish (native)</u> <u>English (native)</u> <u>French (semi-fluent)</u> <u>Portuguese (basic)</u>