

TASHA MITCHELL

UI/UX DESIGNER | FRONT END DEVELOPER

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🌐 tamitchell.github.io

📍 Remote

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📱 tamitchell

Skills

FRONT-END

React
JavaScript (ES6)
Typescript
HTML5
CSS3
React Native
Vite
Expo
ReactSpring
Anime.js
Framer Motion

BACK-END

Node.js
Express.js

DATABASES

MongoDB
Firebase
Basic SQL (via ORMs)

METHODOLOGIES

Version Control (Git, Github, BitBucket)
Agile Development/SCRUM
OOP (Object-Oriented Programming)
MVC Methodologies
Project Management/bug tracking: JIRA
CI/CD
Test Driven Development (TDD)

DESIGN

Responsive Web Design
User Research
Content Analysis
Usability testing
Rapid Wireframing/Prototyping
Adobe Illustrator/Photoshop
Section 508 Standards
Adobe XD
Figma

SOFT SKILLS

Creative
Multitasking
Quick Learning
Self-Driven
Time Management
Growth mindset

Front End Developer and UX Designer with 5+ years of experience, including significant work as a federal contractor, now seeking to transition into the commercial space. Offers a unique blend of technical expertise and design sensibility that bridges the gap between aesthetics and functionality, ensuring projects maintain a cohesive vision from conception to completion.

Education

George Mason University
Foreign Languages, Bachelor of Arts May 2018
Graduated with honors with a double concentration in Spanish and Chinese

General Assembly
Web Development Immersive Program June 2018
Full-stack web development program focused on common best practices in object-oriented programming.

Professional Experience

Service Robotics & Technologies
Software Engineer II Remote
Feb. 2021 to Current

- Collaborated cross-functionally with product team and backend developers to ensure seamless integration of new features and optimizations.
- Successfully transitioned the application from bare HTML canvas to Open Layers, enhancing map functionality and performance

Implemented a comprehensive restructuring of the frontend architecture, resulting in:

- Optimized state management using MobX for more predictable and maintainable state updates
- Enhanced data fetching and caching with React Query, reducing unnecessary network requests and improving load times
- Implemented responsive UI animations using React Spring for key interface elements such as sliding drawers, enhancing interface interactivity.
- Designed and implemented animations complimenting micro-interactions using CSS and Tailwind on map-based canvas

UX/UI Designer Remote
Oct. 2021 to Current

- Collaborated closely with product team to translate design requirements into detailed wireframes and prototypes for administrative interfaces and new features
- Conceptualized and designed a comprehensive alert system for user notifications, enhancing user engagement and information delivery
- Conducted extensive research to inform design decisions, balancing user needs with technical constraints and business objectives
- Created detailed wireframes and prototypes for new features and system improvements, facilitating clear communication between stakeholders
- Collaborated closely with development team (which included myself as a frontend engineer) to ensure seamless implementation of design concepts

Booz Allen Hamilton
Senior Consultant | Front-End Developer Alexandria, VA
Jan. 2019 to Feb. 2021

- Served support role providing guidance to team members, project and product development support, process mentoring, and product technical assessments.
- As a mid-level developer, coded some of the more complicated solutions including dynamic page controls and dynamic tabbing and page scrolling.
- Reduced testing effort for integration teams by more than 70% by setting up chain of internal testing that can be performed by both UX and development teams before automated deployments are completed.
- Developed and promoted the usage of small, modularized components in Angular 8 framework, allowing for quick reuse and customization for cross-team use.
- Improved current CSS library used by instilling a modularized SCSS file structure for organization of styling per category rather than per component

Senior Consultant | Lead UX Designer Alexandria, VA
Jan. 2019 to Feb. 2021

- Conducted and lead communication processes for UX and Dev teams for: involving UX Reviews and open standups between cross-functional teams resulting in higher quality output of development
- Designed a user-friendly, configurable navigation system that became the standard for all other related UIs on the project. The technique designed allowed easier mapping and defaulting of information as well as the ability to preview and adjust the data on-screen prior to updating.
- Designed and generated fully-interactive prototypes and click-throughs which were used for client presentations, mock-ups, as well as user-testing studies.
- Implemented informal A/B testing methodologies to optimize user interface designs, particularly for complex navigation systems. Collaborated with product staff and development team to gather feedback, compare interaction patterns, and determine the most effective design for map saving and downloading features (such as graph-based map)
- Leveraged client based requests against government initiated design codes such as 508 Compliance, US Standards of Text Accessibility, and overall usability

MetiStream
Graphic Designer - Independent Contractor Tyson's Corner, VA
Nov. 2018 to Dec. 2018

- Created a customized icon set and stylesheet for high-priority pitch decks, collaborating directly with C-level executive and marketing team to ensure design accuracy and quality across all deliverables.
- Developed compelling graphics, slide templates, and presentation materials for critical client meetings and marketing campaigns, utilizing advanced design tools including Adobe Illustrator, Photoshop, XD, and Autodesk Sketchbook Pro.
- Conducted market research and presented innovative concepts for creative marketing strategies, contributing to the company's competitive edge.
- Demonstrated versatility by executing skilled layout alterations, color corrections, and design adaptations to meet evolving project requirements and stakeholder feedback, while maintaining brand cohesion.

Service Robotics & Technologies
Intern - Software Engineer Arlington, VA
Oct. 2018 to Jan. 2019

- Contributed to the development of the presentation layer (GUI) for a key application, gaining hands-on experience with ReactJS to create user interface components.
- Assisted in the migration of a beta project to MVP status, adapting quickly to work with multiple technologies including ReactJS, Symphony, PHP, and MySQL.
- Developed problem-solving skills by addressing issues reported through the Jira ticketing system, learning effective troubleshooting techniques.
- Actively engaged in daily stand-ups and status meetings, honing communication skills and understanding of agile development processes.

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Projects

The Bored Jar - In Development

Jan. 2023 to Current

Developed a mobile application for personal activity management, allowing users to organize and randomly select activities from customizable 'jars'. The app features activity creation, jar management, and an interactive user interface for engaging with stored activities. Implemented clean architecture principles with domain-driven design, leveraging advanced state management and form validation techniques.

Technologies Used: React Native, Expo, TypeScript, TypeORM (SQLite)

Github Repo: Private; But happy to add temporary collaborators for review

GrowthSphere.io - In Development

July 2018 to Current

GrowthSphere is an online web application initially designed to create a space for women to track their natural hair growth progress. What's more than a web application that logs hair regimens and product outcomes, The hope for this application is that it will evolve to become a space where women can come to share, collaborate, and talk about their hair.

Technologies Used: Materialize(CSS library), HTML5, SASS, CSS, MongoDB/Mongoose, Express.js, Handlebars, Node.js, Passport (for user authentication); React (updated branch);

Github Repo: <https://github.com/tamitchell/hair-journal>

Case Study: Available upon request or interview

First Watch Weather

Sept. 2024

A React, NextJS Based Application that uses OpenWeather's weather forecast API and Geocodio's API to render weather conditions based on user's current and/or desired location.

Technologies Used: React, NextJS, Tailwindcss, HTML5, CSS

Github Repo: <https://github.com/tamitchell/weatherapp>

MetiStream

Mar. 2022 to May 2023

MetiStream's mission is to help healthcare organizations maximize the use of their data assets via an analytics platform that allows healthcare organizations to gain access to unstructured clinical data. I created and designed their marketing website.

Technologies: Adobe XD, Adobe Illustrator, Webflow

Client Website: <https://www.metistream.com/>

Case Study: Available upon request or interview

Certifications

ICAgile • ICAgile Certified Professional (ICP)

Feb. 2019

Human Factors International • Certified Usability Analyst

June 2019

SAFe Certified Professional

Nov. 2019