
MELISSA KELLY

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Experience

FRONT-END DEVELOPER AT INTERTRUST,
April 2016 – Present
USER EXPERIENCE DESIGNER, May 2014 – April 2016
Create and manage wordpress marketing websites while working on design deliverables for different events and partnerships.

CONTRACT DESIGNER AND PROGRAMMER
2010 – Present

Past and present clients:
Datera, Good World Media, Larissa Pickens Design, Pixelkeet, AgriSync, Strands Apparel, Aquapio Films, Zola, Ask Joey, and Looptivity

USER EXPERIENCE DESIGNER AT CLEMENTINE LABS
June 2013 – May 2014
Designed conference and company directory mobile application.

ADVERTISING INTERN AT CIBO STUDIOS
January 2013 – May 2013
Worked as a team to create interactive advertising for multiple clients such as Seagate, Lenovo, Commonwealth Bank, and Ken Fulk.

INTERACTIVE INTERN AT REMIND101
July 2012 – September 2012
Worked on creating a new look for their website collateral and design for their Android and IOS applications.

JUNIOR DESIGNER AND DEVELOPER AT THE SHOTWELL COMPANY
September 2011 – July 2012
Advocated user experience and interaction in our design and development projects while using the newest technology and continuing to create websites that will work across different browsers and devices.

MARKETING AND PRINT INTERN AT CLUB ONE
September 2011 – December 2011
Worked in correlation with the marketing and art departments to produce print collateral.

Languages and Software

HTML5, CSS3, jQuery, PHP, Java, MySQL, and Wordpress.

Software expertise in Office Suite, Adobe CS, Balsamiq, and OmniGraffle.

Native English and Advanced Spanish

Education

Inter American University of Puerto Rico, Fajardo
Masters of Science, Computer Science
2016 – present (graduating June 2018)

Topics include Automata Theory, Artificial Intelligence, Algorithm Design, Programming Languages, Project Management, Software Design, Networking, Security, and Operating Systems

Inter American University of Puerto Rico, Aguadilla
Bachelor of Science, Computer Science
2016

Academy of Art University
Bachelor of Fine Arts, School of Graphic Design
2009 – 2013

Topics included Design Theory, Color Theory, Art History, Typography, Interaction Design, Responsive Design, Photography, Package Design, and Branding

Awards

1st Place, Competencia en Ciencias de Computadoras en la Universidad Interamericana, Aguadilla, 2016
Spring & Winter Shows at the Academy of Art 2012 & 2013

Published in Issue 08, Chinese Design and Conscious Magazine, August 2012

1st Place, AT&T Hackathon
1st Place, Apigee Hackathon
2nd Place, Hackfit Hackathon

references upon request.