

JENNIFER GORSKI

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SUMMARY:

- Experience in designing and developing features for web based user experiences.
- Strong software and web development skills at every stage of the process including: brainstorming a solution, developing the user experience, and implementing in object oriented, procedural, and web languages.
- Extensive experience creating one-of-a-kind graphics for a variety of projects and mediums.

EDUCATION:

University of Maryland, College Park (Graduated 12/11)

- Bachelor of Science, Computer Science
- Bachelor of Art, Studio Art

SKILLS:

Familiar with: Java, C, HTML, CSS, Eclipse, Adobe Illustrator, Photoshop, and Flash
Experience in: C++, JavaScript, jQuery, Blender, MySQL, PHP

EXPERIENCE:

Freelance Web Developer and Graphic Designer Damascus, MD (9/10 – Present)

- Interfaced with customers to design and implement web experiences as well as marketing materials that represents the goals and style of the organizations.
 - **UMD Computer Science Department**
 - Responsible for the design and creation of a 50+ page website for the Computer Science Department's semi-annual Open House that served as a central point for over 50 companies and over 1200 students to connect and prepare for the Fall 2012 and future Open House events.
 - Designed the welcome posters and company signs for each semester's Open House since Fall 2010.
 - Created a digital installment showcased at the Spring 2011 Open House.
 - Redesigned the departmental logo for the use in formal documents, web presence, and promotional materials.
 - **Dr. Ali Al-Attar, Plastic surgeon's professional website**
(<http://www.dralattar.com>)
 - Developed a professional website from concept to implementation that would help potential patients learn more information about Dr. Al-Attar, while portraying the look and feel the client wished to convey.
 - **UMD Computer Science Department, Hackathon website**
(<http://undergrad.cs.umd.edu/hackathon>)
 - Created an event website that would relay the necessary information, as well as attract undergraduate students to participate in the Department's first annual Hackathon.

**Project Manager Intern, Social Growth Technologies
Columbia, MD (5/10 – 7/10)**

- Planned and created the layout and design for a Facebook application based on the board game Wits & Wagers that incorporated the look and feel of the game while reformatting the layout to successfully translate to a web application.
- Worked with developers to create a user interface and work flow based upon envisioned use cases as well as customer scenarios.

**Web Development Intern; Department of Resident Life University of Maryland
College Park, MD (1/09 – 1/10)**

- Updated and maintained a series of over twenty websites associated with the Department of Resident Life, including adapting the pages to fit into an overall redesign.

**Graphics and Publications Intern, Naval Surface Warfare Center
Carderock Division (NSWCCD), Bethesda, MD (6/08 - 8/08)**

- Created a logo and division poster for the Resistance and Propulsion Division.
- Designed a promotional cube for the recruitment of NSWCCD employees.
- Assisted on other print projects including: SEAFRAME (Carderock's monthly magazine), division logos, presentations, and the layout and design of Carderock's 2008 Strategic Plan.

**Engineering Intern, NSWCCD
Bethesda, MD (6/07 - 8/07)**

- Created animations to better visualize submarine and surface ship motions, both in model tests and open environments.
- Animations included the model geometry, measured wave field and ship motions, and representations of the sky, sea floor, and the model reflections for a more realistic experience.