

Laura Padilla

Frontend Software Engineer

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Philadelphia, PA
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01 Education

Pratt Institute

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

Penn State University

B.A Photojournalism
2008 — 2012, State College, PA

02 Work

Software Engineer — Base Two

2021 — Present, Remote

→ Build custom applications for clients using a variety of technologies. Manage good standing relationships with clients and provide guidance/support for team members through the completion of task.

UX/UI Designer + Developer — PPG Industries

2018 — 2021, Pittsburgh

→ Lead UX/UI design as well as help build accessible components for our design system's component library.

→ Collaborate in an agile environment with products managers, customers, and data analysts to build accessible and user-friendly products for our customers.

→ Build functional prototypes with semantic HTML/CSS for new product features.

UX/UI Designer — Dick's Sporting Goods

2015 — 2018, Pittsburgh

→ Design, prototype and test new features for the e-commerce platform while collaborating with developers, product managers and customers.

03 Summary

I'm a frontend 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

Typescript React
Next.js Ruby on Rails
REST APIs CSS/SCSS

Industry Knowledge

UX/UI Accessibility
Responsive Web Design
MVC pattern CMS

Tools & Technologies

VS Code Figma Github
Git npm Radix UI
Vercel Sanity Tailwind
Contentful react-stitches
vanilla-extract

Languages

Spanish (native)
English (native)
French (semi-fluent)
Portuguese (basic)