

ALEX HOPKINS

FRONT END DEVELOPER

ALEXHOPKINS.DEV
GITHUB/ATHORNTON95
AHOPKINS.CO@GMAIL.COM

WHO AM I?

I'm a passionate front-end developer and visual designer with proven experience building enterprise level applications from proof of concept through general release. My background in research, language, and graphic design uniquely positions me to aid in every step of the development process and communicate with cross-functional teams with confidence. My desire to approach complex problems strategically helps lead my team towards meaningful and scalable solutions.

WORK EXPERIENCE

- GLOO** | BOULDER, CO
- 03/21 • **WEB ENGINEER**
- PRESENT
- One of four front end developers working on a cross-functional team to develop a 'smart home' for Gloop's applications and user base.
 - Co-lead a development effort to prove out a hypothesis while quickly iterating based on user feedback
- 05/20 • **ASSOCIATE WEB ENGINEER**
- 03/21
- Architected and re-built an existing content platform application that was able to live in market without developer maintenance for 3 months until new features were requested
 - Developed robust Next.js/React applications with integration and unit testing
- NATURAL HABITAT ADVENTURES** | BOULDER, CO
- 07/19 • **JUNIOR FRONT END DEVELOPER**
- 05/20
- Designed and developed call to action buttons that improved conversion rates by 70%
 - Collaborated with product and back end dev teams to integrate JSON data into UI that relieved product team of 20 hours of work per month
 - Designed and developed mobile navigation that improved click through rates by 43%
 - Used cypress.io to develop end-to-end testing suite
 - Built CMS modules to further consistency throughout grid-based site
- AMB3R CREATIVE** | DENVER, CO
- 06/18 • **GRAPHIC DESIGNER**
- 02/19
- Developed unique merchandise design for 40+ clients
 - Created all marketing materials for both branches of the company, from look books, monthly trend reports email layouts, and social ads
 - Handled all inter-company design and branding expansions

EDUCATION

- 2019 • **SOFTWARE ENGINEERING IMMERSIVE**
- GENERAL ASSEMBLY
- ABOUT THE PROGRAM:
- 450 HOURS OF PROJECT-BASED CLASSROOM LEARNING OVER 12 WEEK
- 40+ HOURS OF COMPUTER SCIENCE & UX/UI DESIGN
- 2013 • **INTERNATIONAL AFFAIRS B.A.**
- 2017 • **FRENCH MINOR**
- TECHNOLOGY, ARTS, & MEDIA MINOR
- UNIVERSITY OF COLORADO BOULDER - GPA: 3.8

SKILLS & TECHNOLOGIES

- | | |
|------------|---------------|
| JAVASCRIPT | MATERIAL UI |
| REACT.JS | EMOTIONCSS |
| NEXT.JS | TAILWINDCSS |
| TYPESCRIPT | |
| GATSBY.JS | CYPRESS |
| GRAPHQL | JEST & ENZYME |
| PRISMIC | |
| REDUX | ILLUSTRATOR |
| | PHOTOSHOP |
| | SKETCH |