PAIGE E. NIEDRINGHAUS

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FEATURED PROJECTS

► **Space Balls – A Game To End All Games** 11 / 2016

- o Repo: https://github.com/PirieD704/final_project Demo: http://paigeniedringhaus.com/spaceBalls/#/

- o Two week-long project built with a scrum team of three devs using agile development methodologies. Conceived and built a multi-player game using HTML5 game engine Phaser and AngularJS on the front end, Node.js, Express, and MongoDB on the back end, and Socket.io to make the game multiplayer.

- o We had a heck of time getting the Phaser game engine to integrate with Socket.io, but in the end we succeeded through much trial and error, as well as limiting the amount of player data passed back to the server to only what was necessary and emitting that to other players to prevent stack overflows.

► **Janus – Organize Your Life** 10 / 2016

- o Repo: https://github.com/paigen11/back-end Demo: http://janus.paigeniedringhaus.com/#

- o Week-long project built with a scrum team of four devs using agile development methodologies. Conceived and built a mobile-first, organizational note site using Bootstrap and AngularJS on the front end, and Python, Flask and MySQL on the back end to store user's data and their notes.

- o We experienced problems, including: integrating the Masonry JS plugin within the AngularJS framework, and setting up a user demo and version control between devs. Masonry was incorporated with setTimeout, a user demo was designed as a modal shown to new users and the Gitkraken GUI and multiple branches helped with version control.

► **Flowers Galore Ecommerce Site** 9 / 2016

- o Repo: https://github.com/paigen11/ecommerce Demo: http://paigeniedringhaus.com/ecommerce/ - /

- o Full MEAN stack ecommerce site built using a SASS-styled Bootstrap front end framework with integration of AngularJS, and a NodeJS driven back end with Express, Mongoose to manage the database and the Stripe API for payment processing.

- o The majority of difficulties revolved around successfully moving information from the front end of the site to the back end and vice versa. These road blocks were overcome through the use of local cookies and a lot of console logging in the terminal and the window to determine where failures were occurring.

► **Zombiez: The Game** 8 / 2016

- o Repo: https://github.com/paigen11/frontend-project Demo: http://paigeniedringhaus.com/zombiezGame/

- o Week-long project built with a scrum team of four devs using agile development methodologies. Conceived and built a game using the Leaflet API where zombies attacked Atlanta and players had to keep them from reaching the city center as long as possible to survive.

- o Obstacles included randomly creating zombies, removing them and animating them. This was solved using a Leaflet plugin taking the zombies coordinates and the map center and moving them along a polyline towards it.

EXPERIENCE

DIGITALCRAFTS **Atlanta, GA**
Full Stack Web Development Student 7 / 2016 – 11 / 2016

- • Developer in 16-week, 680-hour, full stack web development immersive course

- • Curriculum covers front and back end web development. Topics covered include HTML5, CSS3, JavaScript, jQuery, AngularJS, the MEAN stack, Python and the LAMP stack.

- • Daily procedure included responsive site development, efficient code design, and key principles such as version control, continuous integration, design patterns and analytical thinking to solve problems.

FORTYFOUR   **Atlanta, GA**
Marketing Associate   7 / 2015 – 7 / 2016
- Main clients: American Cancer Society, Coca-Cola, The Portrait Studio of Asheville
- Led ACS social campaign for Giving Tuesday, resulting in 70% year over year donation increase on 12/01.
- Created new social strategy for entire American Cancer Society for the next three years.
- Promoted new photography studio in Asheville, NC & grew Facebook presence to over 700 fans in two months.
- Assisted in multiple rounds of QA and user testing, documenting bugs and visual defects in Jira for Coca-Cola sites Share a Coke, Share a Scarf and Powerade's Just a Kid.

MOXIE (FORMERLY ENGAUGE)   **Atlanta, GA**
Content Strategy Coordinator   3 / 2014 – 7 / 2015
- Clients included: Verizon Wireless, Coca-Cola, Chick fil A, Nike, Food Lion and Verizon Enterprise Solutions.
- Put together multi-channel content strategies, including vendor, influencer and paid media recommendations for specific clients to generate the best results for outlined KPIs.
- Analyzed research and past results to provide data-driven, channel strategies meeting clients' evolving goals.
- Managed social community engagement for high profile clients across social networks.

Account Coordinator   3 / 2013 – 3 / 2014
- Clients included: Cisco, UPS, Wells Fargo, Verizon Enterprise Solutions & Logitech.
- Ran weekly internal / external meetings, discussing project timelines & budgets, deliverables and new opportunities, & ensuring feedback was clearly communicated to all teams.

REACHLOCAL   **Atlanta, GA**
Account Manager   9 / 2011 – 3 / 2013
- Responsible for consultant's book of 40+ advertisers (over $1MM per year in billings) – served as point of contact for advertisers' questions & concerns.

EDUCATION

DIGITALCRAFTS	EMORY UNIVERSITY	HONG KONG UNIV. OF SCIENCE & TECHNOLOGY
Full Stack Web Dev Student	3.53 cumulative GPA	**Exchange Student**,
16-week immersive, full stack, web development boot camp	**BBA**, *Marketing, Management. & Intl. Business*	*Business Program*
(11 / 2016)	(5 / 2011, German Minor)	(Spring 2010)

ORGANIZATIONAL LEADERSHIP / INVOLVEMENT

PYLADIESATL – **Atlanta, GA**
Co-organizer (Spring 2016 – present)

WOMEN WHO CODE ATLANTA – **Atlanta, GA**
Member (Spring 2016 – present)

GOIZUETA MARKETING CLUB – **Atlanta, GA**
Creative Chair (Fall 2009 – Spring 2010)

References Available Upon Request