

Samantha Pankratz

Front End Developer & Web Designer

Experience

Interactive Developer - Contract

Primal Screen

May 2022 - Present

- Built website for PBS kids on Craft CMS and worked with show's creator by administering UX best practices with website designs.
- Developed PBS kids game by implementing Adobe Illustrator exports and JSON files using an internal framework based on Unity.

Front-End Developer

MoZeus

May 2022 - Feb 2023

- Created custom applications and websites that conducted data capture for clients. Used an in-house application back-end system that stored data.
- Using HTML, CSS/ SASS, XML, data was validated through JS/ jQuery methods and API's to ensure user was inputting legitimate information in field sets.
- Collaborated with branded design systems when creative team needed assistance.

Developer Intern

Primal Screen

Jan 2022 - May 2022

- Used Adobe illustrator to create code-able design elements to be interactive in JS game development.
- Created AR/ VR filters for Cartoon Network.
- Maintained studio's site and experimented with Creative Technology practices.

Developer & Designer

The Creative Circus

May 2021 - Jan 2022

- Designed and coded the current Student Portfolio Review site for the school, partook in design concepts for the Student Show site, and other design implications around the institution.

Education

The Creative Circus

Creative Technology

Atlanta, GA

Georgia State University

Art / Art History

Atlanta, GA

Contact Information

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LinkedIn

www.linkedin.com/in/samantha-pankratz

Skills

Html 5



CSS 3/ SASS



JavaScript



React



PHP



XML



Wordpress



Adobe XD



Creative Suite



Figma



Other skills

Arduino, Unity, GitHub, Git Sourcetree, Bitbucket, Jira, Wrike, GSAP, Craft CMS, Twig, After Effects, Cinema 4D