

# Faith Mazzone

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User-focused Developer with 5+ years experience in web and game development, primarily using Typescript and React. Passionate about creative solutions and projects with impact, while contributing to all stages of the development lifecycle.

## Skills

- TypeScript
- JavaScript
- React JS
- Node.js
- Express
- Redux
- Jest, Cypress
- Websockets
- Next.js
- Figma, Adobe CC
- REST
- Github Actions

## Professional Experience

### Freelancer

📍 Remote 📅 March 2024 - Present

- Primary developer on a variety of projects, namely educational games and web tools
- Translated Figma designs and client requirements into engaging, responsive React + Typescript experiences
- Worked with third-party and browser APIs to manage data and deployment

### Web Tech Engineer

GWW

📍 Remote 📅 June 2023 - February 2024

*(Company-Wide Layoff)*

- Developed full-stack admin web tools to support daily operations of a live Unity game
- Implemented full coverage end-to-end and unit testing
- Translated team needs into features that optimize cross-team workflows

### Game Developer

Playco

📍 Remote 📅 April 2022 - April 2023

*(Company-Wide Layoff)*

- Developed web games integrated with Facebook and LINE
- Collaborated with cross-functional teams to produce high-quality products
- Participated in code reviews and maintained documentation
- Optimized render flows and layouts improving mobile performance by 50%
- Designed, developed, and maintained ongoing features using our in-house backend
- Implemented A/B tests and monitored analytics to inform decisions

### Game Developer

Scholastic

📍 Remote / New York, NY 📅 August 2018 - March 2022

- Developed HTML5/CSS interfaces that fit seamlessly over Canvas visuals and animations, to build educational games and interactives
- Led and designed strategies for engaging, replayable games for all users, with a focus on WCAG accessibility for sight-, hearing-, and mobility-impairments

## Education

### Marist College, Poughkeepsie, New York

B.A in Media Arts (Interactive Media & Game Design)

Triple minor in Computer Science, Information Systems, and Information Technology