Amanda Hezekiah

Frontend Developer
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Skills

Frontend Development, Responsive Web Design, UI/UX Implementation, API Integration, Single-Page Application Development, Component-Based Development, Data Visualization, Web Accessibility, Frontend Performance Optimization, Cross-Browser Compatibility, Team Collaboration, Attention to Detail, Time Management, Collaboration, Problem Solving

Links

LinkedIn: linkedin.com

GitHub: github.com

Portfolio: digital-studio.me

Frontend Developer building responsive, component-driven React apps that improve user navigation and data clarity. Integrates REST APIs and client-side state to surface user-specific records and live profiles while rendering interactive charts for longitudinal insights. Seeks to expand UI performance and accessibility expertise within product-focused teams.

Education

Bachelor's of Science in Web Design & Development | Neumont College of Computer Science | Salt Lake City

Oct 2022 – Sep 2026

Coursework focused on frontend development, backend systems, databases, mobile development, UI/UX, cloud technologies, and software project development.

Tech Stack

Frontend

- .NET
- C#
- XAML
- WPF
- Angular
- CSS
- Tailwind CSS
- SCSS
- Next.js
- React
- JavaScript
- TypeScript
- RxJS
- Chart.js
- Fetch API

UI/UX

- Interactive Prototyping
- UI/UX Design
- User Flow Design
- UI Mockups
- Wireframing

Industry Internships

Utah Veteran Business Resource Center (VBRC) | WordPress Developer | Project Team Lead | Salt Lake City

Apr 2026 – Jun 2026

- Enhanced and maintained the WordPress website by implementing branded visual assets, improving UI consistency, and strengthening the organization's online presence
- Optimized site architecture through navigation restructuring, custom page organization, and integration of downloadable resources to improve user accessibility
- Configured and customized WordPress plugins to support promotional campaigns, event resources, and interactive website functionality
- Partnered with project managers to translate business requirements into responsive WordPress enhancements while maintaining usability, accessibility, and content quality

SLC Weekly | Mobile Developer | Project Team Lead | Salt Lake City

Jan 2026 – Mar 2026

- Led end-to-end development of the Wallet module for the StellaMart mobile application, including project planning, technical design, and implementation
- Coordinated cross-functional collaboration for the Wallet feature set, aligning development tasks, timelines, and deliverables with project goals
- Designed and implemented a rewards dashboard UI to clearly present redeemable balances and detailed reward history within the app
- Developed responsive, mobile-optimized frontend components enabling users to redeem rewards and view dynamically updated point availability

Firefly Events Inc. | Web Developer | Project Team Lead | Austin, TX

Oct 2025 – Dec 2025

- Led frontend development and project planning for the Table Top Archive web application, coordinating tasks from initial requirements gathering through deployment
- Built responsive React and Bootstrap user interfaces that streamlined browsing, uploading, and managing board game listings across devices
- Developed reusable UI components and user flows to enhance usability and maintain consistent design on both desktop and mobile
- Collaborated on deployment activities and contributed to continuous improvements and feature updates during active development

Professional Experience / Contractor

Bias Box | Frontend Developer | Salt Lake City, UT

Jul 2026

- Designed and developed five responsive pages using the Next.js App Router
- Created reusable header and footer components shared across the website
- Built subscription plan cards, product displays, calls to action, and a styled contact form
- Developed a consistent K-pop-inspired visual system using Tailwind CSS gradients, glass effects, icons, and responsive layouts

Tech.Care Patient Dashboard | Frontend Developer | Salt Lake City, UT

Jun 2026

- Converted Adobe XD screens into reusable React components to speed UI delivery and ensure consistent patient views

- Integrated Patient Data REST API and filtered responses to surface Jessica Taylor's records for patient-specific pages
- Rendered systolic and diastolic blood-pressure history using Chart.js to present longitudinal trends in vitals
- Built responsive layouts for patient details, diagnostics, vitals, and labs to improve usability across device sizes

Digital Art Gallery | Frontend Developer | Salt Lake City, UT

Jan 2026

- Built reusable React components and responsive pages to improve browse UX for artwork collections
- Created nested, dynamic, protected, and fallback React Router routes to ensure robust navigation and guarded access
- Implemented mock login and logout with protected-route redirects to emulate user flows and enforce access control
- Developed artwork submission form and persisted entries to localStorage to maintain user submissions across sessions

GitHub User Finder | Frontend Developer | Salt Lake City, UT

Jan 2026

- Built reusable React form and result components that reduced UI duplication and eased maintenance
- Integrated GitHub REST API with asynchronous Fetch calls to power live profile search results
- Managed search queries, API responses, loading states, and errors with React hooks to improve reliability
- Added input validation and conditional rendering to prevent invalid searches and clarify user feedback

Flick & Chill | Frontend Developer | Salt Lake City, UT

Feb 2025 – Mar 2025

- Developed reusable Angular components for movies, television shows, actors, genres, trailers, search results, and media details
- Integrated the TMDB API using Angular HttpClient services and RxJS observables
- Created dynamic routes for movies, shows, actors, genres, and reusable media detail pages
- Implemented responsive SCSS styling, embedded YouTube trailers, watch-provider data, and Angular server-side rendering

D&D Character Generator | Frontend Developer | Salt Lake City, UT

Aug 2023

- Designed and implemented a WPF/XAML Windows desktop UI that supported data-driven character display
- Developed an object-oriented character model producing randomized fantasy attributes for dynamic generation
- Implemented property-change notifications and data binding to keep the UI updated in response to model changes
- Built reusable input and content controls for names and character limits to reduce duplicated UI code