

experience

gameplay engineer THRUST INTERACTIVE

design/implement code. collaborate with teams, and bug-fix group repositories to develop gameplay

creative developer GROOVY STUDIOS

maintained, developed, and troubleshooted front and back-end components for all web assets

graphic designer TREVELINO KELLER

projected ideas and experiences with visual, digital and textual content

political cartoonist RED & BLACK PUBLICATION

illustrated anecdotal satire's to effectively portray current events & information

technical skills

front-end dev
HTML5, CSS3, SASS,
Angular, React.js, Node.js

languages
PHP, Javascript, C#, ES6

frameworks & engines
Bootstrap, Handlebars, Express,
Socket.io, Phaser, Unity





design tools
After Effects, Maya, Illustrator,
Photoshop, ToonBoom/Harmony,
InDesign

mariah roxanne weathersby



creative developer

My professional objective is to utilize and re-invent modern technology, with the intent of proving the world that there's no age-limit or cap to imagination

portfolio

-  play.mariahweathersby.com
-  linkedin.com/in/mariahweathersby
-  dribbble.com/mariahw
-  github.com/mariahw

contact

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-  mariahweathersby@gmail.com

education

3D animation, journalism - BFA
UNIVERSITY OF GEORGIA

javascript development
GENERAL ASSEMBLY

visual effects
ACADEMY OF ART UNIVERSITY

[1] Mac and Windows friendly [2] Certified tattoo artist
[3] Former "The Price is Right" contestant