

# HAYDEN HARRIS

## FRONT END DEVELOPER | FULL-STACK WEB DEVELOPER

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I'm a web developer with a strong foundation in front-end development and experience in back-end and software development. I'm currently studying Graphic Information Technology at Arizona State University, where I've maintained a 4.0 GPA in my relevant coursework. I have certifications in Python, Java, and web development, and I've gained hands-on experience with debugging, testing, and building projects from concept to completion.

I've completed internships at Global Tech, where I worked on full-stack development, and at Kingdom Culture Agency, where I focused on WordPress development, project management, and branding. I enjoy building clean, responsive applications that are both functional and visually polished, and I'm continuously developing my skills across both front-end and back-end technologies while contributing effectively in team environments.

### TECHNICAL SKILLS

|                 |                       |
|-----------------|-----------------------|
| HTML, CSS       | Python                |
| JavaScript      | Java                  |
| Bootstrap       | SQL                   |
| React           | Github                |
| Next.js         | Responsive web design |
| Node.js         | UX Principals         |
| WordPress       | SEO Optimization      |
| Elementor       | Adobe Creative Cloud  |
| Figma           | AI Integration        |
| API Integration |                       |

### SOFT SKILLS

Project Management  
Team Leadership  
Problem Solving and Critical Thinking  
Skilled in Fast-Paced Environments  
Time Management  
Collaboration

### EDUCATION

**BACHELORS OF SCIENCE - GRAPHIC INFORMATION TECHNOLOGY**  
Arizona State University, 2023 - 2026.  
Graduating December 2026

**AAS - COMPUTER INFORMATION SYSTEMS**  
Des Moines Area Community College,  
2020 - 2023

### CERTIFICATIONS

Html and CSS  
JavaScript  
Java  
Python  
Global Communications

### EXPERIENCE

**KINGDOM CULTURE** January 2026 - March 2026  
*internship*

- Developed brand guides and visual identity systems to ensure consistency across websites, content, and marketing materials
- Built and updated WordPress websites, focusing on layout, responsiveness, and clean user experience
- Assisted with project management by organizing tasks, communicating with team members, and keeping projects on track

**GLOBAL TECH FRONT-END** August 2024 - December 2026  
*internship*

- Developed and implemented 5+ web projects using HTML, CSS, JavaScript, and Bootstrap, focusing on responsive and visually engaging design
- Collaborated with a team of 4 to design and build fully functional websites while maintaining clean, reusable code and organized GitHub repositories
- Applied core front-end technologies including HTML, CSS, JavaScript, Bootstrap, Git, and GitHub, with experience in version control and development workflows

**GLOBAL TECH SOFTWARE DEVELOPER** Scheduled for August 2026-December 2026  
*internship*

- Designed and developed 2D game systems using object-oriented programming, including player movement, combat mechanics, and basic AI behavior
- Built and integrated tile-based environments, sprites, and UI elements while focusing on performance, collision handling, and smooth gameplay
- Used version control and iterative testing to debug features, refine mechanics, and continuously improve the overall player experience

**STARBUCKS** July 2018 - Present Day  
*Manager*

- Led and supported a team of 5-7 partners on the floor, coordinating operations, delegating tasks, and maintaining efficient, high-quality service during busy shifts