Anthony Moreno

HTML Email & Frontend Developer

👤 Summary

From the moment I produced "Hello World" in the console of my first application, I knew I was hooked into the world of software development. But software development has never been "just a job" or "something to new to learn" for me, it's offered an engaging challenge to continually learn and improve my skills in creating high-quality projects. What started with a simple "Hello World" has become a full-fledged passion that only gets more exciting as the time goes by.

Below you'll find projects I've completed that showcase my skills and general background in developing software.

💼 Experience

Email Producer at Activision, Remote

June 2021 — Present

Responsible for all CRM Email marketing campaigns for video games such as Call of Duty, Tony Hawk Pro Skater, and Crash Bandicoot. Duties include coding, creating workflows with selected audience, A/B testing and deploying emails.

Lead HTML Email Developer - Contractor at Drawbackwards.com, Remote

March 2021 — September 2021

Use the MJML Email framework to develop over 65 components, and 52 email templates based on clients Figma designs. Push all components, templates and updates to GitHub. Test all emails using Litmus.

In charge of creating new Email Design System using Taxi for Email. Added Taxi syntax/scripting language to individual HTML components to make them dynamic and editable in the Taxi platform.

Digital Developer - Contractor at Manteramedia.com, Remote

April 2021 — August 2021

Develop and maintain fully responsive templates and individual emails via best in class HTML/CSS for various car dealerships such as Selma Honda, Jeep, Dodge, Chrysler, Hyundai, Nissan, Mazda, Visalia KIA and Liberty Chevy. Test all email templates with Email on Acid.

PicSome App

https://upbeat-montalcini-fda9a7.netlify.app/

Built a **React** shopping cart app using React hooks, context API, and React Router. The app allows you to like pictures, and add items to your cart. Once items are in the cart, you can check out and receive confirmation of your purchase.

Speed Typing Game

https://vigorous-newton-6df450.netlify.app/

Contact

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Links

Github
LinkedIn

Skills

HTML

CSS

JavaScript

Bootstrap

Git

MJML

iOS Development

Adobe Dreamweaver

Adobe Campaign/Experience Manager

Moveable Ink

Built this game using **React** Hooks. You have 15 seconds to type as
 many words as possible. Once the counter is at 0, the game stops, and
the total words are calculated and displayed on the dashbboard.

Punk API Beer App

https://tonymoreno86.github.io/beer_app/

This app was created in vanilla JavaScript, manipulates the DOM, and
uses the Punk API. The app has the ability to filter through beers
by Alcohol Volume and Hoppiness. Added some pagination and, as
you hover through your beer selection, you are presented with more
information about that beer.

⬙ Education

Frontend Developer Certification, Scrimba, Online
June 2019 — April 2021

Front-end Developer career path.

Concentration on front-end Web Applications.

HTML Email Mastery Certification, Udemy, Online
February 2021 — April 2021

Learned how to build Responsive Dark Mode Friendly HTML Email
Templates tested on 82+ email clients including Outlook.

◀ References

References available upon request

⬙ Courses

Frontend Developer Career Path, Scrimba
June 2020 — January 2021

HTML Email Mastery, Udemy
January 2021 — March 2021