



Andrea Roberson

Developer and designer

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EXPERIENCE

University of Southern California

Adjunct professor **Aug. 2018 - present**
Teaching an introductory coding class for storytelling in the School of Journalism.

Los Angeles Times

Data Desk Metpro **June 2016 - present**
Producing custom story packages and helped create build request system to organize page production, developing and designing pages, visualizations, and database applications, making graphics and illustrations, training others to code in the newsroom system, updating and reworking custom style guide for the newsroom. Previously summer intern.

UNC Media Law

Website support specialist **Sept. 2015 - Oct. 2016**
Maintained site, used Google Analytics to improve UX based on user behavior. Created custom WordPress theme and modified layout according to needs.

PPD ACT

Developer **Aug. 2015 - May 2016**
Designed and developed website and handed off to current designers and developers to maintain.

Divided by the Sea

Developer / designer **Aug. 2015 - Mar. 2016**
Designed and developed website. Created logo, graphics and infographics for project.

web.unc.edu

Intern **Aug. 2014 - Mar. 2015**
Worked with WordPress, wrote support blogs for different themes. Solved and replied to help tickets from users.

EDUCATION

University of North Carolina at Chapel Hill, 2016

- Major in Journalism (concentration in Multimedia)
- Minor in Computer Science

SKILLS

• Development

HTML, CSS, JavaScript, jQuery, Git, Angular, Django, WordPress.

• Design

Experienced in designing and producing user-friendly web pages. Can create illustrations and graphics.

• Adobe Creative Suite

Illustrator, Photoshop, Premiere, Indesign, After Effects.

• APIs

Experience working with and learning from APIs such as Twitter, Instagram, Google Maps, etc.

• 3D Programming

Familiar with developing for Google Cardboard, working with Maya and Unity.

• Familiar with D3, MongoDB, Python, pandas.

AWARDS

2018 SFJ Winner

The developer and designer on the Dirty John series, which won 2nd place for Integrated Storytelling.

ONA 2017 Finalist

Assisted with development and design for "Inside the Massive Tunnel 60 Feet Below L.A." which was nominated for the Features category.

ONA 2016 Winner

Developer on Undercurrent, which won the small newsroom category for excellence in visual storytelling.

SND 2016 Winner

Main designer and developer on Divided by the Sea, which won first place in Digital Storytelling for Society of News Design's student competition.