



# ANDREA ROBERSON

## INTERACTIVE DEVELOPER / DESIGNER

### GET IN TOUCH

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### SKILLS

HTML5 / CSS3	Git versioning
SCSS	Terminal
Bootstrap	Illustrator / Photoshop
JavaScript / jQuery	Blender
D3.js	Responsive design
Three.js	UX / UI design
Django	Accessible design
React	Wireframing

### NOTABLE AWARDS

- **2020 Society for Features Journalism**  
1st place for Integrated Storytelling
- **2020 Society for News Design**  
Bronze Medal for Story Page Design x2
- **2020 Society for News Design**  
Award of Excellence for Story Page Design
- **2020 Society for News Design**  
Award of Excellence for Story Page Design
- **2019 Society for News Design**  
Award of Excellence for Story Page Design x3
- **2019 Society for News Design**  
Award of Excellence for Information Graphics
- **2018 Society for Features Journalism**  
2nd Place Award for Integrated Storytelling
- **2016 Society for News Design, Students**  
1st place for Digital Storytelling
- **2016 Online Journalism Awards**  
Excellence and Innovation in Visual Storytelling

See full list: [andrearoberson.com#awards](http://andrearoberson.com#awards)

### EXPERIENCE

#### INTERACTIVE DEVELOPER

LGND

June 2021 - present

- Creating Javascript-based experiences, including interactive 3d graphics, charts, maps, animated infographics, and games.
- Collaborating with teams of strategists, designers, and developers to take ideas and designs and bring them into fully-developed and tested projects.
- Developing accessible, user-friendly web pages using HTML/CSS, SCSS, JavaScript/jQuery, React, Three.js, Blender, Mapbox, and other libraries.

#### ADJUNCT CODING PROFESSOR

University of Southern California

Aug. 2018 - present

Teaching an introductory coding class covering HTML / CSS and jQuery to journalism students.

#### DATA AND GRAPHICS JOURNALIST

Los Angeles Times

June 2016 - June 2021

- Collaborated with teammates to report, develop and design interactive projects, graphics, and series (using responsive and accessible design, HTML / CSS, SCSS, JavaScript, Three.js, Phaser, D3.js).
- Designed project style guides, art directed, and project managed to acquire assets and make deadlines. Trained others on project managing for stories.
- Developed and led training for fellows and interns. Created tutorials and led classes to teach code and other skills to team.
- Led Data and Graphic team's documentation efforts and created training tutorials.
- Updated, documented, and maintained team's custom style guide to improve productivity and create a cohesive look.

### EDUCATION

#### University of North Carolina at Chapel Hill

Bachelor of Arts in Media and Journalism

May 2016

Minor in Computer Science