

Katrina MacGregor

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katrinamacgregor.com

github.com/katmacgregor

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Technologies

HTML5	Nunjucks
CSS2/3	Backbone
Sass	Gulp
JavaScript	Phaser
jQuery	npm
Ruby	Social APIs
Canvas	Git
Mustache	

Additional Skills

Rapid Prototyping	Interaction Design
IA/UX	Illustrator
Wireframes	Photoshop
Responsive Design	InDesign
Graphic Design	Painting
Agile Methodology	Illustration

Awards

Webby Awards

StarWars.com

Nomination: Celebrity/Fan Website (2015)

Winner: People's Voice, Movie & Film Website (2017)

Disney.com

Webby Award Honoree: Youth Website (2015)

DisneyJunior.com

Webby Award Nomination: Youth Website (2014)

Disney Consumer Products & Interactive Media Hackathon

1st Place Digital & Physical (2014)

Audience Favorite (2015)

Experience

Lead Software Engineer | September 2017 – Present

Disney Consumer Products & Interactive Media, Glendale CA

- Lead of UX Engineering team for the user experience, interface, and development of Disney Interactive's internal tools, including CMS, asset management, and data services, overseeing 2 direct reports
- Served as front-end project lead for team of 10 developers in the redesign of shopDisney.com, the first e-commerce site built on the internal CMS platform
- Collaborate with the project dev leads across platforms to project scope, streamline workflow, and define feature set and infrastructure
- Develop and advise on technical implementation of features, with a focus on globalized components

Sr. Software Engineer | November 2015 – August 2017

Creative Technology - Disney Interactive, Glendale CA

- Ideate, build, and deploy client-side, interactive experiences and web applications across the Disney Interactive Media network
- Brainstorm, prototype, and prepare production ready code for engaging & interactive experiences with cross-platform optimization
- Fast-paced agile environment with ownership in product, design, and development implementation

Web Application Developer | March 2013 – November 2015

Innovation, Product Development - Disney Interactive, Glendale CA

- Web and UX developer for new features and experiences across domestic & international Disney portfolio of sites, including Disney.com & StarWars.com
- Agile software development within Sinatra/Backbone architecture
- Architect site maps, user flows, and prototypes for projects such as the responsive redesign of DisneyJunior.com
- Transition wireframes into code for prototypes and production, incorporating interactivity, animated elements, and fluid responsive states.

Creative Designer | March 2012 – March 2013

Brand & Image - The Disney Store, Pasadena CA

- Redesign of architecture, structure, and aesthetics of DisneyStore.com; resulted in increased traffic and +24% in revenue over the same period the previous year
- Enhance user experience by integrating storytelling through photography and copy
- Use working knowledge of web languages to devise design strategies that balance business requirements, UI and marketing

Disney Graphic & Web Designer | July 2011 – February 2012

Global Creative - Disney Consumer Products, Glendale CA

- Managed launch and daily maintenance of Culture of Innovation Disney intranet site; analyzed statistics and user feedback to improve user experience

Education

University of Southern California | Los Angeles, CA

Roski School of Fine Art | Bachelor of Arts, Fine Arts

Emphasis in Painting and Design

Leadership

Creative & Marketing Lead | December 2016 – Present

Peer Mentor | December 2015 – May 2017

Women and Technology, Disney Consumer Products and Interactive Media

- Selected as one of 4 on the W+T leadership board for group of 300+ employees
- Served as a technical expert as part of an internal initiative to increase diversity in technology within Disney's workforce