

# MAYA BRADFORD

[mayacbradford.com](http://mayacbradford.com)

West Columbia, SC 29169 • (803) 348-0931 • [maya.bradford94@gmail.com](mailto:maya.bradford94@gmail.com) • [linkedin.com/in/mayacbradford](https://linkedin.com/in/mayacbradford)

Enthusiastic, adaptable, and eager Full Stack Web Developer who engages problems and develops solutions through a lens of both creative and technical expertise.

---

## RELEVANT EXPERIENCE

### Senior Applications Analyst | *County of Lexington*

(JUL 2024 – MAR 2025)

- ❖ Built reusable components, code libraries, and an innovative dynamic form generation system using **Angular**, increasing the efficiency of the front-end development process by 150%.
- ❖ Operated within a three-member team using version control systems like **Git** to implement clean, scalable, well-documented code, and maintain web applications used by 26 different departments.
- ❖ Coordinated with stakeholders across **four** separate departments, gathering requirements, translating user and business needs, and participating in demonstrations of deliverables and user testing to ensure fulfillment of those requirements.
- ❖ Modernized manual paper & PDF form processing workflows by developing responsive, accessible, and cross-browser compatible web applications in **Angular**; integrated UI with **C#** and **ASP.NET REST APIs** and **MSSQL** databases, streamlining a painstaking, multi-step process for county employees and citizens.
- ❖ Oversaw migration of data between **PostgreSQL** and **MS SQL Server** database management systems for ticketing software used by hundreds of employees; validated over 6000 records, and translated and tested over 25 scripts, functions and stored procedures from **Transact-SQL** to **PL/pgSQL**.

### Front-End Web Developer | [Foundry Virtual Tabletop Repository](#) • [Module Page](#)

(AUG 2021 – PRESENT)

- ❖ Designed, built and published custom plugin “JTCS - Art Gallery” for popular web app [Foundry Virtual Tabletop](#) that facilitated flexible real-time displays of art and narrative illustrations using **JavaScript**, **jQuery**, **HTML5**, and **Handlebars**.
- ❖ Gathered and translated requirements from active users to solve issues, eliminate pain points and implement desired features; studied repositories and developer documentation to improve integration and facilitate greater code scalability, modularity, and seamless compatibility with other FoundryVTT plugins.
- ❖ Leveraged my continually-improving skills in **JavaScript**, **HTML**, and other front-end technologies to overhaul the plugin’s UI and **iterate upon** the basic functionality to provide a responsive, accessible, and visually appealing user experience.
- ❖ Authored detailed **documentation** and well-documented code to provide ease-of-use for both users and other FoundryVTT developers.

## Front-End Web Developer

(AUG 2022 – PRESENT)

[Repository](#) • [Live Site](#)

- ❖ Coordinated with four clients to design, develop and deploy an interactive wiki for their collaborative fiction project, using static site generator **Jekyll** and templating engine **LiquidJS** to convert clients' markdown articles of characters, events and locations into interlinked pages.
- ❖ Wove storytelling into the site's very design with clever use of **CSS/SCSS** styles and **JavaScript**-powered interactivity, ensuring everything from color and typography to the graphics and UI element transitions conveyed the narrative through style and helped immerse viewers into the mystical setting.
- ❖ Integrated complex functionality into the wiki using **JavaScript**, leveraging article properties within **YAML** metadata to display pages in imaginative ways, such as a real-time article search with toggleable filters, a dynamically-populated family tree of the setting's cast, and a beautifully-designed, hierarchical and interactive map of the fictional world's nested locations.

## Full-Stack Web Developer

(MAY 2022 - OCT 2023)

[Repository](#)

- ❖ Created full-stack web app for building custom home exercise and physical therapy routines, integrating a responsive, engaging and intuitive **React UI** with an **Express** back-end and **MongoDB** database.

## Freelance Game Developer | Accelerations Educational Software

(JUL 2018 – APR 2019)

[Company Site](#)

- ❖ Designed and developed educational games for children with Autism and other learning disabilities using the [Godot Engine](#)'s **GDScript**, "a high-level, object-oriented, imperative, and gradually typed programming language" that is syntactically similar to Python.
- ❖ Coordinated with CEO and lead developer of DTTrainer throughout development process, demoing test versions and integrating stakeholder feedback.

## ADDITIONAL WORK EXPERIENCE

### Freelance Editor | Bradford HR Consulting

(AUG 2017 – SEP 2021)

Edited business reports and conducted generational research for **Bradford HR Consulting, LLC**.

## EDUCATION

### A.S. in Computer Technology – Web Development | Summa Cum Laude, 2023

Midlands Technical College - *Columbia, SC*

- **Relevant Courses:** Client/Server Systems, Data Structures, Internet Communications, Internet Programming, Databases, Advanced Tools Website Design, Advanced Web Page Publishing
- **Skills:** HTML, CSS, SQL, Java, JavaScript; WordPress, Joomla, Drupal; MySQL, PHP
- **Accomplishments:** Achieved perfect 4.0 GPA, graduating with Highest Honors

### B.A. in English - Creative Writing | Summa Cum Laude, 2017

Emory University - *Atlanta, GA*

- **Awards:** Winner of the Artistine Mann Awards in Fiction and in Playwriting
- **Accomplishments:** Authored Honors Thesis and achieved Highest Honors