

CHLOE MCFARLANE

Interactive Web Developer

Contact

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About

Interdisciplinary UI/UX & Product Designer (Boston University, May 2026) looking to join a dynamic, transparent, and highly collaborative design team. Committed to contributing interdisciplinary lens to storytelling using Figma, Adobe, Canva and other design tools. Willingness to embed into a culture of open communication and excellence.

Links

Personal Website
<http://chloemcfarlane.netlify.app>

Skills

Software Experience: Figma · Framer · WordPress · Google Suite · Git · Zoom · ChatGPT · Claude.ai · Gemini · Canva

Technical Implementation: REST APIs · Java · Python · React.js · Tailwind CSS · HTML · Javascript · CSS

Design Expertise: Wireframing/UI Mockups · UX Research · Usability Testing · Research · Object Oriented Design · Microsoft Excel · Leadership · Data Analytics · Communications · AI/ML · AI & Prompt Engineering · Visual Design · Time Management

Education

Boston University | Bachelor's Degree
Computer Science & Theatre Arts · Grade: 3.9 · Graduation: May '26
Relevant Coursework: Internet Tech & Web Programming; Software Development; Python; Java; Spark! UX X-Lab Practicum; Clubs/Organizations: Hack4Impact

Work Experience

Web Developer & Design Consultant Feb '25 - Oct '25
Hamlett Films · London, UK

- Restructured and deployed responsive web platform using JavaScript, HTML, and CSS, transforming fragmented digital presence into cohesive multi-device experience that drove a 40% increase in client inquiries.
- Leveraged technical background to optimize user experience through strategic JavaScript and HTML improvements.
- Implemented content management strategy with automated publishing calendar, leveraging web technologies to report on global events and increase social media engagement.
- Collaborated cross-functionally with client stakeholders to navigate complex requirements and technical constraints, delivering web solutions that exceeded both creative and business objectives.

UI/UX Designer Sep '24 - Jan '25
SPARK · Boston, MA, USA

- Crafted component-based design system in Figma with reusable UI patterns, reducing developer handoff time by 60% and ensuring consistent implementation across platforms.
- Bridged design-development gap by self-teaching and implementing Tailwind CSS within 1-week deadline, creating pixel-perfect translations of mockups to production code.
- Led user-centered design research across 15+ usability testing sessions, synthesizing qualitative and quantitative data into actionable insights that increased task completion by 40%.
- Facilitated agile design sprints with team of 8 designers and developers, consistently delivering high-quality interactive prototypes for nonprofit organizations on tight timelines.

Administration, Operations, and Production Jan '20 - Jan '24
Museum of Contemporary African Diasporan Arts · 10 Lafayette Ave, Brooklyn, NY 11217, USA

- Designed and developed digital artist profiles for museum website using WordPress CMS, implementing custom layouts and content structures that expanded online accessibility to contemporary African diasporan artists.
- Managed web content updates and site maintenance, ensuring accurate representation of 200+ artists and community programs across the museum's digital platform.
- Facilitated 5+ film festivals showcasing underrepresented voices, creating vital platforms for emerging filmmakers of color and engaging diverse community audiences.

Projects

Boston Voter App Dec '24
github.com/ChloeMcFarlane/BVA · Figma, React, Tailwind CSS

BVA provides voters with detailed information on Boston officials across municipal, state, and federal levels, with integrated tools for voter registration and polling location lookup.

- Led a cross-functional team of 8 designers and developers to conceptualize and build web app across multiple platforms.
- Served as the technical liaison between design and development, translating design mockups from Figma into clean, functional code using Tailwind CSS.
- Successfully managed project timelines and delegated tasks, culminating in a cohesive, centralized product that streamlined the voter information process.

Deadstock
github.com/RaisinBranLvr/cs411-thrift-store.git · Figma, React, Typescript

Thrifting platform connecting sustainable shoppers with curated second-hand fashion while gamifying their environmental impact through CO2 savings tracking.

- Designed complete UI/UX system in Figma and translated mockups into production code using React.js and TypeScript.
- Directed team of developers and designers, managing project timelines and deliverables through agile sprints.
- Coordinated revision processes using Jira, tracking feature development and design iterations to ensure on-time delivery.