

Ian Abbene

Full stack software engineer

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I'm a driven and innovative software engineer, bringing a range of experience from diverse industries which enables me to excel both independently and collaboratively in teams. I am particularly passionate about front end development and am committed to delivering impactful solutions that solve complex challenges.

Skills

JavaScript, React, Git, HTML5, CSS3, Python, Bootstrap, Postman, Express, Node.js, MongoDB, Mongoose, C# .NET, AngularJS (Typescript), SQL, Microsoft Visual Studio, VSCode, Figma, Github, Jira, Agile Methodology, Asynchronous Programming, Object-Oriented Programming, RESTful APIs

Software Development Projects

April 2023 - Present

Soundify (Team Project)

- Prompt: *Working in a team, design a playlist sharing app for music lovers.*
- Developed an MVP before moving to final production.
- Built a full stack Python and Django application connected to a Postgresql database hosted by AWS in one week. Coded with create, read, update, delete (CRUD) operations hitting all RESTful API calls.
- Designed app UI in Figma and styled with custom CSS3, including flexbox and grid layouts.
- Called Spotify's API and the Spotipy Python library to search for playlists, artists and albums in order to add them to a user's playlists. Also enabled live music playback functionality once a user is logged in with their Spotify account.

myLibrary

- Created a digital library application making RESTful calls to the Google Books API.
- Utilized Node JS, the Express framework, Postman, and a MongoDB database with the Mongoose library.
- Styled using HTML5, and CSS3, wireframed and planned UI design of application using Figma.
- Made frequent commits using Git version control throughout the production of the application.

Knucklebones

- Coded [Cult of the Lamb's](#) dice minigame Knucklebones in the browser using Javascript, Greensock/GSAP JS library, CSS3, and HTML5.
- Utilized vanilla Javascript classes and methods in creating object oriented functions to iterate over sprite images creating movement, and added event listeners for document object model manipulation and game loop events.
- Leveraged Git for version control.

Professional Experience

Software Engineer Intern, Johanson Transportation Services

June 2021 - December 2021

- Pitched and gained internal stakeholder buy-in for a brand update and public website redesign.
- Collaborated in the design and implementation of an Angular module for freight loads, contributing to the development of Johanson's transportation management system. Additionally, independently designed UI elements and crafted intuitive UX flows for enhanced user experience.
- Implemented agile methodology, continuous integration/continuous deployment (CI/CD) practices, and the ability to comprehend and work with complex codebases.
- Addressed and resolved 8 help tickets and user stories a week in Jira to identify and fix issues within existing programs.

Junior Account Executive, AppliedTech, Agent 3

January 2022 - September 2022

- Effectively managed high work volume, consistently delivered results while prioritizing multiple tasks and meeting competing demands in adherence to established agency processes.
- Designed and maintained ABM (Account-Based Marketing) engagement and analytics dashboards, leveraging ETL data flows and SQL to extract, transform, and load data for actionable insights.
- Consistently provided exceptional customer experiences through open, articulate, and highly personable communication style, fostering strong connections and understanding.

Education

General Assembly

Software Engineering Immersive

July 2023

Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, and data modeling.

Oregon State University

Bachelors of Science in Liberal Studies, minors in computer science, photography.

Aug 2019

Designed and studied a custom curriculum of the psychology of human-computer interaction (HCI), fine art, graphic design, and computer science.

Certifications

Dribbble

Dribbble's Certified Product Design Course

Feb 2023

A 16-week Product Design course that covers the entire product design lifecycle, from ideation to hi-fidelity mockups and interaction design.