

# Aidan Kenney

**Full-stack software engineer** with a background in film production and entertainment. Bringing 5 years of experience managing team projects, learning new technologies, and delivering finished products on-time and under-budget.

## SOFTWARE ENGINEERING PROJECTS

**The Feed** [Link here](#) (username: test@user.com, password: tester)

Simple Message Board application, users interact through posts, comments, and votes. Built with React and Django.

**Bucketlist** [Link here](#) (username: test@user.com, password: tester)

Bucket list application for users to track and cross off their life goals. Served as Project Lead and Backend Lead using Node on this team project. Built with MERN stack

**Movie Club** [Link here](#) (username: test@user.com, password: tester)

App for users to create movie collections of their own design. Built with MERN

**Tic-Tac-Toe** [Link here](#) (username: test@user.com, password: tester)

Play against a computer algorithm in this single-page-application of the classic game, built with JavaScript, CSS, and HTML5.

## RELEVANT EXPERIENCE

### Software Engineering Fellow — General Assembly, NYC

August 2020 - November 2020

- 12-week, 500+ hour immersive course in full-stack web development.
- Implementing best practices in popular and emerging technologies, both on teams and individually, to build web applications with seamless user experience

### Production Coordinator — Pangolin Pictures, NYC

November 2019 - July 2020

- Coordinated production and travel with a 6-person team for 3 National Geographic films shot simultaneously in 7 countries (and 3 oceans)
- Automated logging processes, saving days of tedious work in post-production

### Production Assistant — Sharp Entertainment, NYC

March 2019 - November 2019

- Facilitated production as a core team member of a 30-segment international television production, Travel Channel's "Most Terrifying Places"

New York, NY

(240) 855-8680

[kenneyaidan@gmail.com](mailto:kenneyaidan@gmail.com)

[Portfolio](#)

[GitHub](#)

## SKILLS

### Languages & Frameworks:

JavaScript, Python, React, Django, Node.js, Express, AJAX, jQuery, HTML, Styled-Components, CSS/SCSS, Bootstrap

### Management & Deployment:

Git, GitHub, Heroku, Command Line

**Databases:** SQL | PostgreSQL | MongoDB

**Methodologies:** Object Oriented Programming | MVC Pattern | Test-Driven Development | Responsive Design | Authentication | User Stories | ERDs | Wireframing | Agile Development/Scrum

## EDUCATION

### General Assembly

Fall 2020

Software Engineering Immersive

### Georgetown University, Washington, DC

Class of 2018, GPA 3.82

B. A. American Studies; Minor: Film & Media Studies