

Amber Jankowski | Software Engineer

Full-Stack Software Engineer bringing a resilient attitude while supportively uplifting peers. Background containing different roles focused on team building, logical project assessment, planning and implementation.

Skills

Languages - JavaScript, HTML, CSS, Python, SQL, Mongo, JSON, EJS

Database - PostgreSQL, MongoDB | **Other** - RESTful Routing, JSON api

Libraries and Frameworks - React (class based and hooks), Express.js, Django

Software Development Projects

Pool Tournament Finder - React/Django | full stack pool tournament search app July 2022

- Utilized **Reactjs** frontend rendering data through **RESTful API** fetch calls to backend and **CSS3** for styling.
- **Django** backend, implementing **Django rest framework** with **PostgreSQL** database to handle **CRUD** and protection classes.
- Set up **JWT authentication** for login and verification so only logged in users can create, edit, or delete tournament listings.

Jelly Jam- MERN | full stack Spotify clone app May 2022

- Utilized **Reactjs** frontend rendering data through **RESTful API** fetch calls to Spotify **API**. **MongoDB**, **Express** and **Node.js** for backend handling.
- Collaborated with a team of 5 software engineers, in a two week sprint.
- **Git** used for version control and commits.

Recipe Reciter - A recipe app used for storing and organizing recipes April 2022

- Made **RESTful API** fetch calls to an **Express**, **MongoDB**, **Node.js** backend handling all create, read, update, delete (CRUD) operations, and tested all backend routes during development using **Postman**.
- Used **Mongoose** to define schemas for **MongoDB** collections.
- Implemented **Embedded JavaScript** along with **CSS3** to provide style and flex layout.

Mine Boggler - Boggle style based character movement game March 2022

- Original game, with inspiration from boggle, that utilizes **Vanilla Javascript**, **CSS3**, **HTML5**, and DoM manipulation to create functionality and style.
 - Wireframed and planned UI design of application using Excalidraw, which was also used to create images for the game.
 - Utilized **Git** control during the production of the application with frequent commits until deployment.
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Professional Experience

Utilities Locator | USIC | Waukesha, Wisconsin May 2021 - December 2021

- Collaborated with a small cross-functional team over several weeks to several months to locate utilities, such as electric, gas and cable, for entire large community projects.
- Conducted troubleshooting when there were poor or no signals; identified problems and potential patterns, working out from the problem area in.
- Utilized utility databases to read and comprehend prints, and apply that knowledge to the locating process.

Crew Lead/Flagger | Southeastern Traffic Supply | Fort Myers, Florida

June 2020 - April 2021

- Created traffic control solutions in a time sensitive manner to meet the safety needs and standards of the stakeholder. This included managing the proper set-up and maintenance of the work zone. Doing this effectively and safely by coordinating a crew of 3 to 8 people and sometimes working with multiple crews.
- Utilized technology to plan accordingly for setting up work zones.
- Promoted an environment of togetherness and teamwork to ensure optimal coordination delivering exceptional service to the client.

EDUCATION

General Assembly | Remote

January 2022 - July 2022

Software Engineering Immersive

Full-stack software engineering immersive student in an intensive, 24-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.