

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, Node.js

Libraries and Frameworks - React, Redux, Vite, Express.js, Django, Flask, Phaser

Software Development Projects

Restaurant Finder - React Redux/Django | Restaurant search app

May 2023

- Utilized **Postgresql** and **Django Rest Framework** for backend, and tested all backend routes during development using **Postman**.
- Used **React Redux** for the front end.
- Implemented **Django Authentication** for users.
- Lead** a team of 4 software engineers in a 5 day sprint and collaborate using **Git**, **Github** and **Github desktop**.
- This was our week 4 challenge project in a 5 week competition where competitors were eliminated weekly.

Stock Watch - React Vite/Django | full stack financial app

June 2023

- Utilized **Postgresql** and **Django Rest Framework** for backend, and tested all backend routes during development using **Postman**.
- Used **React** and **Vite** for the front end, **React Charts** for graphs.
- Implemented **Django Authentication** for users.
- Lead** a team of 3 software engineers in a 5 day sprint and collaborate using **Git** and **Github**

Food Not Bombs redesign - React | frontend nonprofit redesign

December 2023

- Utilized **Reactjs** for frontend
- Worked cross-functionally with a team of 5 UX designers and 2 other software engineers in a 5 day sprint.
- Effectively redesigned layout for better user experience and clarity in finding resources.
- Git** and **Github** used for version control and commits.

Alien Invasion - Phaser/React Vite | Phaser Game

June 2024

- Utilized **Phaser** and **React** and **Vite** to develop a pokemon game play styled game.
- Created engaging and dynamic user interfaces using **Phaser's** built-in methods, complemented by **JSX** for additional **UI** elements.
- Worked collaboratively on a team of 2 software engineers using **Git** and **Github** for version control.
- Used **Jira** for project planning and task management to ensure timely and organized development phases.

Professional Experience

Apprentice | Underdog Developers | Remote

Feb 2024 - June 2024

- 3+ month stipend program working 40+ hours a week, including rigorous paired programming sessions with five different mentors.
- Project completion and coding practice to get real world job ready.

Utilities Locator | USIC | Waukesha, Wisconsin

May 2021 - January 2022

- 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 outer problem area in.
- Utilized utility databases to read and comprehend prints, and apply that knowledge to the locating process.

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.