

# SETH WAY · software engineer

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## CAREER SUMMARY:

Creative and intellectually curious Web Developer with hands-on experience designing, building, and testing complex web applications. Passionate about creating software solutions that are fluid, thoughtful, and user centric. Military Veteran with technical training from both the Microsoft Software & Systems Academy and The Turing School of Software Engineering.

## SKILLS:

React · TypeScript · JavaScript (ES6+) · Tailwind CSS · HTML5 · CSS3 · Node.js · Git · Cypress · TDD (Mocha, Chai)

## RELEVANT PROJECTS:

### 6° of Kevin Bacon – [github.com/seth-way/degs-o-kev-bacon](https://github.com/seth-way/degs-o-kev-bacon)

- Invented a new logic-intensive, creative puzzle challenge that provides a unique trivia experience.
- Built & hosted a custom Node/Express server that delivers users each custom-built puzzle using a RESTful API.
- Utilized DnD-Kit drag-and-drop hooks to make gameplay intuitive and reduce any potential learning curve.

### Dangol'Weather - [github.com/seth-way/dangol-weather](https://github.com/seth-way/dangol-weather)

- Integrated Google's 'Location' & 'AutoComplete' APIs to handle user location inputs resulting in several hours of dev time saved.
- Navigated the use of several new libraries in a team environment while maintaining strict design principals to achieve a minimal, uniquely branded UI.

### Tainted Turnips - [github.com/seth-way/tainted-turnips](https://github.com/seth-way/tainted-turnips)

- Deployed multipage app using React Router for increased SEO, page performance, and overall UX.
- Implemented E2E testing with Cypress to ensure app predictability regardless of API responses.
- Employed complex CSS animations & DOM manipulation to create a seamless & bug-free layout across all screen sizes.

## WORK EXPERIENCE:

### United States Army | Sergeant / Squad Leader | 6/2014 – 11/2019

- Supervised a team of five in completing work orders in a metal fabrication shop. Held authority over quality control and taskings.
- Mentor & manager to a team of 4-8 members with responsibility for their technical and career development.
- Managed & delivered on approximately 100 project deadlines in a demanding, fast-paced environment that required balancing work schedules with extensive military training demands.

## EDUCATION:

### The Turing School of Software & Design · 2024

Front End Software Engineering · 9-month Engineering School · Student Leadership Council

### Microsoft Software & Systems Academy · 2019

Microsoft Software Associate (MTA) - Software Development Fundamentals · 19-week Course

## AWARDS / PARTICIPATION:

Army Commendation Medal (X2) · Army Achievement Medal (X2) · Army Good Conduct Medal · National Defense Service Ribbon · Non-Commissioned Officer Professional Development Ribbon · Overseas Service Ribbon · Parachutist Badge