



BECKY BOLTON

WEB
DEVELOPER



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BexB1



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Professional Experience

After nine years working in bookselling I needed a new challenge, so I decided to take the leap and follow a long-held interest into the world of web development. For the last three months I've been having a blast learning absolutely everything I can about code. I've loved every moment of it, and I can't wait to apply what I've learned out in the wild and continue my learning journey as part of a talented team.

Web Development Immersive

General Assembly

June - September 2016



The 3 month immersive course at General Assembly is a whirlwind bootcamp of constant challenge and learning. At GA I learned the fundamentals of:

- Agile project management,
- Test-driven development,
- Responsive design,
- Collaboration using GitHub,
- Coding best practice, and
- Wireframing and project planning.

As well as the following technical skills:

Gulp
AJAX
HTML
Mongoose
TypeScript
Sinatra
Grunt
Chai
Git
Heroku
JSON
CSS
Ruby
Ruby on Rails
Github
Tux
PostgreSQL
MongoDB
NPM
React.js
Redux
Node.js
Express
Sass
jQuery
Angular 2
Bower.js
Trello

Projects

Londate https://github.com/BexB1/WDI_Final_Project

This was my final project at my Web Development Immersive. Londate utilises both the Google Maps API and Meetup.com API to show upcoming events in your area.

HTML5, CSS3, JavaScript, AngularJS, Node.js, Express, Mongoose, MongoDB

Zoogle https://github.com/tankjem/WDI_21_PROJECT_DOGEMON

Zoogle was my group project at General Assembly. Using the Google Maps API, my group made a browser-based zombie game inspired by Pokémon Go.

HTML5, CSS3, JavaScript, jQuery, Node.js, Express, MongoDB, Mongoose and Google Maps API.

ThirtyWins https://github.com/BexB1/WDI_21_PROJECT_2

This was my second project at General Assembly. ThirtyWins is a goal-setting and management app with a competitive edge.

HTML5, CSS3, JavaScript, jQuery, Ruby and Ruby on Rails.

Final Fantasy : Primal Battle

https://github.com/BexB1/Final-Fantasy_Primal-Battle

My first project at General Assembly was a turn-based combat game, inspired by the classic Final Fantasy RPG games.

HTML5, CSS3, JavaScript, jQuery

Memory Cards <https://github.com/BexB1/wdi-fundamentals-memorygame>

The outcome of the Web Development Immersive pre-work assignment, and my first time using JavaScript.

HTML5, CSS3, JavaScript

Professional Experience

Waterstones Booksellers

November 2007 - June 2016

Various roles:

- Bookseller
- Electronic-reading Expert
- Till Systems Trainer
- Payroll Admin
- Social Media Manager

Stuff I love



I'm an avid reader. While I tend to lean more toward non-fiction, my favourite novels are Kurt Vonnegut's 'Slaughterhouse 5' and Ali Smith's 'Girl Meets Boy'.



I adore games, and I play everything from RPGs through to FPS and strategy. My favourite games are the Mass Effect Sci-Fi series.



I love to keep fit, and weight-lifting in particular. My best lift to date is lifting 1.7 times my body weight in the back squat.