

Catherine Matson, Software Engineer

[Email](#) | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

Software engineer with experience collaborating on cross-functional teams in Agile environments. Pivoting from 5+ plus years of experience as a high school STEM educator with a track record of using data to improve performance.

TECHNICAL SKILLS

Languages: Typescript, JavaScript, SQL, JSON, EJS, CSS, HTML

Libraries and Frameworks: React, Express, Node.js, Bootstrap, Semantic UI

Databases and other: PostgreSQL, MongoDB, Sequelize, RESTful Routing, JSON API, Git, GitHub, OOP, debugging

TECHNICAL PROJECTS

Shoe Collector App - [App](#) | [GitHub](#) - Typescript | React with Vite | JavaScript | CSS | HTML

This app enables your friends to collect and share their shoe collections.

- Full-stack PERN application, built to showcase a PostgreSQL database and authorization with JWT.
- Implements CRUD functionality, where users can add shoes, and edit and delete their posts.

Plantivity App - [App](#) | [GitHub](#) | [Video](#) - React | Javascript | CSS | HTML

Productivity app that encourages balance and positive mental health. As a user, you track progress by checking off actions to make the plants in your gardens grow.

- Completed a four-day hackathon with a cross-functional team of 5 devs and 3 UX/UI designers.
- Coded the frontend React forms where users input and update their actions.
- Led stand-ups and downs, implemented Agile strategies, and managed the team's Trello board.

Cookbook App - [App](#) | [GitHub](#) - JavaScript | CSS | EJS

This link collector is inspired by Pinterest. Users can add recipe URL links, edit and delete recipes, and add reviews.

- Created using MEN stack, Express, Node, Mongoose, and MongoDB, to showcase MVC architecture.

Undersea Adventure Game - [App](#) | [GitHub](#) - Vanilla JavaScript | CSS | HTML

A Choose-Your-Own-Adventure style game.

- Built in vanilla JavaScript, this game utilizes array indexing to advance the story based on the user's choices.
- Designed a responsive and mobile-friendly UI.

EXPERIENCE

Project Coordinator at Clean Energy Institute, University of Washington Seattle, WA, 06/2022 - 11/2022

- Managed a team of 5 to run the Clean Energy Seminar Course for a complete cycle, leading all aspects of planning, travel, and budget for 15 guests. Doubled average audience attendance size from 40 to 80+ within the first month.
- Lead project to transition the department's cloud storage from Google Suite to Microsoft Office Suite.

Science Teacher at Seattle Schools Seattle, WA, 08/2018 - 06/2022

- Increased students' ability to create and use models to predict phenomena from 25% to 95% within four months, reaching company goals in half the anticipated timeline.
- Served as a department leader for onboarding 150 students and teachers to Microsoft Office 365, Teams, and OneNote using original training materials with Universal Design for Learning to meet accessibility needs.

Technical Instructor at Institute for Systems Biology Seattle, WA, 06/2019 - 07/2019

- Designed and implemented an inclusive, lab-based science course on Systems Biology, Bioethics, and Genetic Research for 24 students from across 10 local diverse school districts.
- Demystified scientific and bioinformatics tools, to engage students' analytical and mathematical skills in new tech.

EDUCATION

General Assembly, Software Engineering Immersive Seattle, WA, 11/2022 - 3/2023

- Full-stack software engineering 500+ hour training program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. I have a proven track record of picking up new technology quickly in a fast-paced and rapidly changing collaborative environment.

The University of Washington, Bachelor of Science in Biology/ Biological Sciences

Seattle, WA