CHRISTY FURY | Software Engineer

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"Passionate and self-motivated software engineer with a strong foundation in web development technologies. Proven track record of delivering full-stack applications, collaborating effectively in teams, and solving complex problems. Eager to grow in my career and passionate about continuous learning."

EDUCATION

General Assembly | Remote
(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 while

University of Maryland, Baltimore County | Baltimore, MD
Bachelors of Arts, Biological Sciences

Howard Community College | Columbia. MD
Associate of Applied Sciences, Physical Therapist Assistant

Software Development Projects

Bottoms Up (July 2023)
- Conceptualized and executed the creation of a full-stack web application using React.JS, Node.js, Python and Django, showcasing my ability to take the lead and deliver results.
- Utilized Django Rest Framework for API integration and optimization.
- Debugged and troubleshooted various technologies for improved performance.

Echo (May 2023)
- Developed a MERN stack application (MongoDB, Express, React.js, Node.js) with full CRUD operations, demonstrating proficiency in front-end and back-end technologies.
- Collaborated effectively with a remote team via tools like GitHub and Slack
- Managed and directed the front-end development activities and user authentication, ensuring the successful interaction with other components.

Training With Fury (April 2023)
- A CRUD application that utilizes Express, MongoDB, Node.js, tested all backend routes during development using Postman.
- Independently designed and implemented user stories that would be carried out throughout use of the application
- Identified and resolved complex technical issues autonomously

Escape (February 2023)
- Designed and developed an online escape room-style game using JavaScript, CSS, and HTML5.
- Created wireframes and UI designs with Figma.
- Maintained version control using Git with frequent commits.

Previous Employment

Software Engineering Fellow | General Assembly | New York, NY (remote)   January 2023-July 2023
- Gained hands-on experience in agile software development, including design, implementation, and deployment by developing high-performance applications in solo and group settings.
- Resolved complex code issues and conflicts to produce efficient applications.
- Successfully self-initiated and completed three projects that highlighted adaptability and the ability to work autonomously.

Physical Therapist Assistant | Pivot Physical Therapy | Glen Burnie, MD   September 2020 - Current
- Enhanced communication skills while collaborating with peers to implement patient care plans
- Provided individual care to patients in accordance with primary physical therapist

Bartender | The Greene Turtle | Olney, MD   August 2015 - August 2021

- Provided exceptional customer service and ensured compliance with food and beverage regulations.

Skills:

- Programming Languages: JavaScript, Python, HTML, CSS
- Web Development: Django, EJS, Express.js, React.js, ReactRouting, jQuery, Bootstrap, Materialize
- Databases: PostgreSQL. MongoDB
- Other: Node.js, OOP, ERDs, debugging, troubleshooting, user story planning, agile software development, Amazon EC2
- Soft skills: Interpersonal communication, desire to grow in my career, problem-solving ability, adaptability, passion for learning, self-motivated, leader, eager to learn new skills and technologies, analytical skills