{ COFFEY MAY }

SOFTWARE DEVELOPER

CONTACT

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ABOUT ME

I was Initially drawn to Software Development for the challenge of learning a new creative tool. The creative potential of working with and understanding data greatly interests me. My background in Art and Design, coupled with my ability to develop software, fills a vital role that is needed in todays tech landscape. My greatest passion regarding Software Development lies in the intersectionality of UI/UX and functionally streamlined applications. I am interested in user friendly application development that incorporates carefully considered design principles with ease of use. I enjoy Software Development because there is a plethora of things to continually learn about and innovate with.

EDUCATION

NASHVILLE SOFTWARE SCHOOL
2019 | 2020
Certificate degree in Full-stack Development
WATKINS COLLEGE OF ART AND DESIGN
2003 | 2007
Bachelors of Fine Arts

SKILLS

- Git/GitHub
- Single page applications
- HTML5
- CSS3
- React
- Bootstrap
- API's
- C#
- .NET
- Visual Studio

PROJECTS

DOG-NASIUM | FRONT-END CAPSTONE
HTML5 | CSS | JAVASCRIPT | JSX | REACT
This project depicts a fictional business that is an indoor dog park. Featuring amenities such as a restaurant, a cafe, and a pet store, this site allows users to create a purchase plan of their choosing. This application has full CRUD functionality and was developed using react. A locally built database is utilized for the data provider and serves as a mock API.
 Link: *https://github.com/Coffey-May*
HOLIDAY-ROAD
HTML5 | CSS | JAVASCRIPT | National Parks API
This project depicts an itinerary/vacation builder designed for a specific demographic of users. My specific role in this project consisted of the implementation of modules and components responsible for API calls, CRUD functions, and UI/UX design.
Link: *https://github.com/Coffey-May*

TECHNICAL EDUCATION & EXPERIENCE

SOFTWARE DEVELOPER
NASHVILLE SOFTWARE SCHOOL
2019 | 2020
Comprehensive, 6 month software development program
with a concentration on full-stack technology training. The construction of software applications in individual and agile team environments, as well up to date development practices in a multitude of technologies. Git and GitHub utilized for version control Simulated agile work environment Use of HTML5, CSS, JS, React, and C# for the development of front and back-end development projects.

WATKINS COLLEGE OF ART AND DESIGN
2003 | 2007
Formal instruction in 2-D design, sculpture, graphic design, multimedia, art
history, and web design. 4 year liberal arts education with emphasis on
critical theory and contemporary art.

WORK HISTORY

PHOTO-REALIST OIL PAINTER
2008 | -present
Various oil painting commissions for private clients and collections. Techniques ranging from classical, dutch, to contemporary.

PHOTO-REALIST OIL PAINTER
2014 | -present
Greater Catholic Diocese of Nashville
Commissions of realist oil paintings depicting various religious themes, motifs, and narratives.

SERVER
Customer Service and Sales at Food Service Industry
2001 | 2020
My experience in this industry provided me with numerous skills and expertise regarding fulfilling customer needs, working in team environments, and organizing data to fulfill orders, and conduct inventory reports.
Noshville Delicatessen | 2001-2015
Sambuca | 2015-2017
Table 3 | 2017-2019
Union Common | 2019-2020