Amoriss Mallett

Software Developer

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<u>GitHub</u> | <u>Codewars</u> | <u>C#</u> <u>Certification</u> | <u>Portfolio</u> Website

EXPERIENCE

TrueCoders, Remote — *Instructor*

2022 - 2024

- Mentored 100+ students in C# and software development, covering essential topics such as methods, classes, Test-Driven Development (TDD), APIs, and ASP.NET Core.
- Designed and presented 50+ engaging presentations and data visualizations using Canva and Google Slides with interactive tools like Blooket to enhance student learning.
- Authored and shared 15 detailed 'How-To' guides for practical software tasks, including securing appsettings.json, to support seamless project execution and advance students' technical abilities.
- Offered personalized assistance to 50+ students beyond class hours, guiding them through project development and Git tool usage.

TrueCoders, Remote— Teacher's Assistant

2021- 2022

- Collaborated with the lead instructor to teach C# and software development.
- Guided students in applying theoretical knowledge practically during lab sessions.
- Graded exercises and quizzes.
- Facilitated group discussions in breakout sessions to foster collaborative learning.

PROJECTS

Reservation Management System - Table Booking App

- Developed a table booking app with a sleek Bootstrap UI.
- Implemented features for reservation management and user input validation using Dapper ORM.

OpenWeather API - Console Application

 Built a console app to fetch and display weather data using the OpenWeatherMap API and HttpClient, and asynchronous methods for efficient data retrieval.

SKILLS AND TECHNOLOGIES

Programming Languages: C#, SQL, HTML, JavaScript, CSS

Frameworks & Tools: ASP.NET Core MVC, Visual Studio, JetBrains Rider, xUnit, Bootstrap, API integration, Postman, Blazor

Development Methodologies: Test Driven Development (TDD),

Version Control: Git, GitHub

Databases: MySQL, Dapper

Design Tools: Canva

Currently Learning: Docker, Clickup

RELEVANT COLLEGE COURSES

Discrete Math

Programming Fundamentals I (Python)

Programming Fundamentals II (C++)

Computer Organization and Machine Language (MIPS assembly language)

Data Structures (C++)

Computer Ethics

Technical Writing

• Implemented modular design with separate classes for API requests and user input, improving maintainability.

CityBike API - Location Viewer

- Created an ASP.NET Core MVC app to display bike-sharing locations via the CityBike API.
- Retrieved, deserialized, and filtered API data to present city names and e-bike availability.

Kanye REST - Conversation Simulator

- Built a C# conversation simulator between two RESTful APIs.
- Originally utilized the Newtonsoft. Json NuGet package to parse objects and simulate a dialogue between APIs.
- Updated the project to map JSON data to class models and implement descrialization.

TacoParser — *Geolocation Application*

- Parsed CSV data to locate Taco Bell branches and calculate distances using GeoCoordinate.
- Used TDD to ensure accurate location data.

BestBuy Data Management System – Product and Departments Manager

- Created a console app with Dapper ORM for managing product and department data.
- Enabled retrieval, display, and creation of products and departments using MySQL.

Text Adventure - Chef's Challenge

- Developed a C# text adventure game where players manage a three-course meal.
- Implemented branching scenarios and decision-making elements affecting game outcomes.

Project in Progress - PDF Reader Application

- Developed a PDF Reader Console application, currently transitioning to a Blazor WebAssembly application.
- Exploring WebAssembly's capabilities as a client-side technology and its benefits for reducing server costs.