

Curtis Woods

Full Stack Software Engineer

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SUMMARY

A software engineer with a background in art, I bring a strong eye towards crafting good design. With a passion and hunger for improvement, I continuously learn new technologies and solidify what I know through exploration and projects. I use my skills to enable people to present themselves and their brand at their best to the world through the web.

SKILLS

Languages: HTML, CSS, Javascript, JQuery, Python

Frameworks and Libraries: Next.js, Express, React, Django, Bootstrap, Nodejs.

Databases: MongoDB, Postgres/PostgreSQL, SQL

Other Skills: Git and GitHub, Microsoft Office, salesmanship, excellent verbal and written communication

EXPERIENCE

General Assembly - April 2020 - July 2020

Software Engineering Fellow

- Three-month, 500 hour, full-time program to learn the tools and trade of being a software engineer.
- Learned HTML, CSS, Sass, Javascript, and several other technologies
- Front end and back end programming
- Git/GitHub, MongoDB, Node, Express, React
- RESTful APIs, command line interface, etc.

Woods Piano Studio - January 2017 - Present

Digital Content Creator

- Created and sold digital goods online to teachers
- Photography for recitals, logos, banners, recital programs, Photoshop, etc.
- Provided miscellaneous background and administration help

PROJECTS

Turnout - *Find local gatherings your believe in*

<https://turnout-nova.netlify.app/>

- Worked on a team of four to plan, code, and deploy this web app
- Created most of the front-end functionality using the MERN stack

Piano Studio Student Tracker

<https://curtiswoods.herokuapp.com/students>

- Created a simple, full CRUD app to track piano students using MongoDB, Express, and Node.js

EDUCATION

General Assembly - Remote - April 2020 - July 2020

Software Engineering

Art Institute of Pittsburgh - June 2008 - May 2011

Game Art and Design

Penn State - September 2006 - May 2008

Computer Science