

# Shelby Drabant

drabants@gmail.com | (702) 498-3706 | Kirkland, Washington  
<https://github.com/Drabants> | <https://www.linkedin.com/in/shelby-drabant-6312a4119/>

## SKILLS

Advanced: C++, Git, Github, Windows

Intermediate: C#, Unity, Python, Linux, Flutter, Dart

## PROJECTS

Manic Meltdown, Sole Software Engineer

May 2019

- **Skills Used:** OOP, Debugging, Prototyping, Game Design, UI/UX, Manual Testing, Mobile Development, Flutter, Dart
- Competed in Google's Flutter Create contest in which I was challenged to create an application limited to only having 5kb of Dart code.
- Scoped limitations of memory through rapid prototyping and agile development techniques.
- Reduced code base to fit within 5kb of memory by designing a fully functional game integrating Object Oriented Programming principles.
- Delivered completed game within the given time and memory limit, then published finished project to PlayStore.

E-40 Magic 8-Ball, Sole Software Engineer

January, 2019

- **Skills Used:** OOP, Debugging, Prototyping, Manual Testing, Mobile Development, UI/UX, Google Ads, Flutter, Dart
- Crafted an algorithm to utilize a phone's accelerometer to monitor a user's movement in order to determine if they had shaken their phone, which would trigger actions from the application.
- Boosted useability by investigating application breaking bugs and resolving them before publication to the PlayStore.
- Grew application adoption to over 450 devices by updating UI / UX, sound effects, and marketing materials improving user experience.

## WORK EXPERIENCE

OhPeasy, Software Engineer

Dec 2017 – Jul 2018

- **Skills Used:** Project Management, Prototyping, OOP, Manual Testing, UI/UX, Debugging, HTML, CSS, JavaScript, Xamarin, Flutter, Agile, Jira, Swagger
- Produced pivotal user feedback through construction and demonstration of prototypes to research groups.
- Executed manual testing and troubleshooting of APIs with Swagger generating vital bug reports.
- Organized severity of bug reports with Jira resulting in fixing of mission-critical components and faster overall application development.
- Evaluated viability of cross platform frameworks Xamarin, Flutter, and React Native to determine best fit for the project based on a framework's usability, native feel, performance and framework community support.
- Collaborated with international teams both technical and non-technical to implement Agile principles and manage the software development life cycle.
- Drove the project towards markets with higher earnings potentials via quantification of market data and building a financial model based on market sizes and earnings.

## EDUCATION

University of Washington

May, 2016

Graduate Certificate Software Design and Development

Bothell, WA

University of Nevada Las Vegas

May, 2013

Bachelors of Science in Biology

Las Vegas, NV