

Shelby Drabant

drabants@gmail.com ❖ (702) 498-3706 ❖ Kirkland, Washington

WORK EXPERIENCE

OhPeasy!

Dec 2017 – Jul 2018

Software Engineer

Bothell, WA

- Constructed and demonstrated prototypes to user research groups producing pivotal user feedback.
- 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.
- Experimented with cross-platform tools Xamarin, Flutter and React Native to determine the correct one for a two-sided marketplace application.
- Practiced Agile and Scrum in two week sprints with a team of three developers.
- Led an international development team through the software development life cycle.
- Owned the project for building a financial model which proved product viability and brought into focus which marketplace verticals had the largest user base.

EDUCATION

University of Washington

May, 2016

Graduate Certificate Software Design and Development

Bothell, WA

GPA: 3.52

Course Work: Data Structures, Object Oriented Programming, Software Development Processes, Software Modeling Techniques, System Programming, Software Testing and Quality Assurance.

University of Nevada Las Vegas

May, 2013

Bachelors of Science in Biology

Las Vegas, NV

SKILLS

Languages: C++, JavaScript, HTML, CSS, Dart

Operating Systems: Windows, Linux

Frameworks and Tools: Git, Github, Swagger, Jira, Bootstrap

PERSONAL PROJECTS

Manic Meltdown - Dart, Flutter, OOP

Created for Google's Flutter Create competition. Competitors were limited to using the Flutter framework and restricted to 5kb of Dart code. Manic Meltdown is a fully functioning game compressed into 5kb of code where the player must reset buttons on a 4x3 grid to avoid causing a meltdown. Upon completion, it has since been published to the Play Store.

E-40 Magic 8-Ball - Dart, Flutter

Magic 8-Ball application which uses the phone's accelerometer to monitor if a user has shaken their phone. Once a user has shaken their phone, a randomized yes or no answer is given. It also uses Flare, an animation tool for creating crisp and fast SVG animations. Currently has over 400 downloads in the Play Store.