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 lifecycle.
- 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.