

Shelby Drabant

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Education

Graduate Certificate Software Design & Development: Computer Science, 2016

University Of Washington - Bothell, WA

Related Coursework: Data Structures & Object Oriented Programming, Software Development Processes, Software Modeling Techniques, System Programming, Software Testing & Quality

Bachelor of Science: Biology, 2013

University Of Nevada - Las Vegas - Las Vegas, NV

Work History

Software Engineer, 12/2017 to 07/2018

OhPeasy! – Bothell, WA

- Attained familiarity with software life cycle from preliminary analysis to deployment.
- Demonstrated prototypes to user research groups producing pivotal user feedback.
- Performed requirements gathering and rapid prototyping in order to develop the entire design and flow of a two-sided marketplace application.
- Executed manual testing and troubleshooting of APIs with Swagger then generated prioritized bug reports in Jira resulting in faster application development.
- Consulted regularly with technical and non-technical teams on project progressions, proposals and technical issues.

Skills

- | | |
|--------------|-----------|
| • C++ | • Jira |
| • C# | • Swagger |
| • HTML | • Git |
| • CSS | • Flutter |
| • JavaScript | • Dart |

Personal Projects

Manic Meltdown - Dart, Flutter

Manic Meltdown is a project created for Google's Flutter Create competition. Competitors were challenged to create an application using only 5kb of Dart code. Upon completion of the competition I decided to publish the game to the Play Store.

E-40 Magic 8-Ball - Dart, Flutter

Magic 8-Ball application developed using Dart and Flutter and published on the Play Store. Currently has over 300 download.