Shelby Drabant

Kirkland, Washington · drabants@gmail.com · 7024983706 · in/shelby-drabant-6312a4119/ · https://github.com/Drabants

SUMMARY

Helped bootstrap a startup gaining experience in prototyping and project management. Elected to take a professional hiatus to assist with postoperative care for a family member. Currently seeking a new opportunity with a collaborative Agile team.

EXPERIENCE

Software Engineer
OhPeasy!   December 2017 - July 2018, Bothell, Wa

· 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 over 500 bug reports with Jira resulting in fixing of mission-critical components and faster overall application development.

· Spent 25% of time evaluating 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 team, both technical and non-technical, with 25 people to implement Agile principles and manage the software development life cycle.

PROJECTS

Fist Full of Shrimp
Fist Full of Shrimp · June 2020 - Current

· Constructed and host a game development blog that helps developers dive deep into the Unity game engine.

· Articulated simple and complex Unity concepts through blogging and the use of visual aids to assist developers in gaining a complete understanding of subjects discussed.

· Helped foster a community through guided blogs explaining how to contribute to open source projects and the net benefits from joining open source communities.

· Contributed to Unity Station, an open source game with a fan base of over a thousand of players.

Manic Meltdown
Personal Project · April 2019

· Competed in Google's Flutter Create contest being tasked with the challenge to create an application limited to 5kb of Dart code.

· Scoped limitations of memory within a 4 day scope through rapid prototyping and agile development techniques.

· Reduced code from 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 gaining hundreds of downloads with zero marketing.

EDUCATION

Graduate Certificate Software Design and Development
University of Washington · Bothell, WA · 2016

Bachelors of Science in Biology
University of Nevada Las Vegas · Las Vegas, NV · 2013

CERTIFICATIONS

AWS Certified Cloud Practitioner

AWS Certified Solutions Architect - Associate

SKILLS

Advanced: C++, Git, Github

Intermediate: C#, Unity, Python, AWS, Cloud Computing

Areas of Interest: