

# Shelby Drabant

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## WORK EXPERIENCE

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### 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

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### 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

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

**Operating Systems:** Windows, Linux

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

## PERSONAL PROJECTS

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### 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.