

# Shelby Drabant

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## SUMMARY

A highly self motivated Software Engineer who enjoys working with new tools and technologies. Experienced in C++, C#, Python and published mobile applications using Google's new framework Flutter. 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 working on products we believe in.

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## EXPERIENCE

### Software Engineer

OhPeasy!

December 2017 - July 2018, Bothell, Wa

- Skills Used: Project Management, Prototyping, OOP, Manual Testing, UI/UX, Debugging, HTML, CSS, JavaScript, Xamarin, Flutter, Agile, Jira, Swagger
- 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 bug reports with Jira resulting in fixing of mission-critical components and faster overall application development.
- Evaluated 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 teams both technical and non-technical to implement Agile principles and manage the software development life cycle.
- Drove the project towards markets with higher earnings potentials via quantification of market data and building a financial model based on market sizes and earnings.

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## PROJECTS

### Manic Meltdown

- Skills Used: OOP, Debugging, Prototyping, Game Design, UI/UX, Manual Testing, Mobile Development, Flutter, Dart
- Competed in Google's Flutter Create contest in which I was challenged to create an application limited to only having 5kb of Dart code.
- Scoped limitations of memory through rapid prototyping and agile development techniques.
- Reduced code 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.

### E-40 Magic 8-Ball

- Skills Used: OOP, Debugging, Prototyping, Manual Testing, Mobile Development, UI/UX, Google Ads, Flutter, Dart
- Crafted an algorithm to utilize a phone's accelerometer to monitor a user's movement in order to determine if they had shaken their phone, which would trigger actions from the application.
- Boosted useability by investigating application breaking bugs and resolving them before publication to the PlayStore.
- Grew application adoption to over 450 devices by updating UI / UX, sound effects, and marketing materials improving user experience.

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## 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

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## SKILLS

Advanced: C++, Git, Github, Windows

Intermediate: C#, Python, Flutter, Dart, Unity