Edward A. Washington III

Junior Developer

Orlando, Fl. | 407-668-0994 | EdwardW710@yahoo.com | Portfolio | [LinkedIn](#) | [GitHub](#)

SUMMARY

Enthusiastic and detail-oriented Junior Full Stack Developer with hands-on experience in building responsive web applications using modern technologies like JavaScript, React, Node.js, MongoDB, and Python. Proficient in both front-end and back-end development, with a strong foundation in HTML, CSS, and RESTful API integration. Passionate about writing clean, efficient code and continuously learning new tools and frameworks. Adept at collaborating in team environments and contributing to all phases of the software development lifecycle.

SKILLS

Technical Skills:

- **Front-End Development:** HTML5, CSS, JavaScript(ES6+), React.js, Responsive Design, UI Component Libraries (e.g., Material UI, Tailwind CSS)

- **Back-End Development:** Python, Node.js, Express.js, RESTful APIs, MongoDB, SQL, Authentication & Authorization (JWT, OAuth)

- **Software Engineering Practices:** Git/GitHub, Agile Methodologies, Unit Testing, Debugging, Version Control, Deployment (Netlify, Vercel, Heroku)

- **UX & Design:** Wireframing, Prototyping, Information Architecture, Interaction Design, Usability Testing

- **Data Handling:** Data Modeling, API Integration, Basic Data Analysis

Soft Skills:

- **Problem Solving:** Strong analytical mindset with a focus on clean, maintainable code

- **Communication:** Able to clearly explain technical concepts to non-technical stakeholders

- **Team Collaboration:** Experience working in team environments with version control and code reviews

- **Adaptability & Learning:** Quick to learn new tools and frameworks; passionate about continuous growth

- **Leadership Potential:** Proactive contributor in group projects and open to mentoring peers

SOFTWARE / LANGUAGES:
Visual Studio Code, Git, GitHub, Postman, MongoDB Compass,
HTML5, CSS3, JavaScript (ES6+), React.js, Node.js, Express.js, MongoDB, SQL, Java (basic), Python (basic)

EXPERIENCE
Software Engineering Cohort
Full-Stack Web Development Bootcamp
[General Assembly] – [Remote]
[Jan, 2025] – [April, 2025]

- Completed an intensive, full-time software engineering bootcamp focused on modern full-stack web development technologies

- Built and deployed multiple full-stack web applications using JavaScript, React, Node.js, Express, and MongoDB

- Gained hands-on experience with version control using Git and GitHub, Agile development practices, and collaborative coding workflows

- Designed and implemented responsive user interfaces, integrated RESTful APIs, and managed authentication and state handling

- Participated in code reviews, pair programming sessions, and technical presentations to simulate real-world engineering team dynamics

- Developed strong problem-solving skills and adaptability by working through complex challenges in both front-end and back-end development

- Delivered 4 capstone projects showcasing full UX design & UX research, software development, data analysis, and data science. 3 of the 4 projects were complete with authentication, database integration, and responsive design.
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Projects
Project Owner, Lead Developer:, NFL SpaceMan | GitHub Repo
Technology: JavaScript**,** HTML, CSS
  Tools: Visual Studio Code, Git/GitHub for version control
  NFL SpaceMan is a browser game that keeps your brain fresh while exploring a fun topic. The objective of this game is to guess the name of the team before the word SPACEMAN is spelled out.
- Developed and coded a complete browser-based game using HTML, CSS, and JavaScript.

- Designed and implemented all front-end and game logic from scratch as the sole developer.

- Built a fully functional browser game, handling all aspects of development including animation, game loop logic, and responsive UI.

- Independently created a JavaScript game, writing all code for mechanics, visuals, and user interaction.

Fullstack Web Developer | The Closet App | [ClosetAppRepo](#)
Technology: HTML, JavaScript, Node.js, Express, Mongoose, React, MongoDB
The closet app is a responsive, user-authenticated web app for sneaker enthusiasts to create and manage a personal "Shoe Closet," as well as browse and explore other users' collections.
- Solely responsible for building the application from the ground up, including UI design, API development, database modeling, and user authentication.

- Wrote all code for the project, handling everything from user login systems to dynamic closet creation and social browsing features.

Fullstack Web Developer | BarFly | [BarFly Front-End Repo](#) [BarFly Back-End Repo](#) |
Technology: HTML, JavaScript, Node.js, Express, Mongoose, React, MongoDB
Full Stack Developer | Team Project with Derrik Youmans, Halsey Swetzoff, Haaben Kidanu, Edward Washington.
Developed a full stack web application that allows bartenders and cocktail enthusiasts to create, share, and engage with custom drink recipes in a social platform environment.

  My Contributions:

- **Developed the "My Profile" page and "Cocktail List" page**, implementing responsive UI and styling using React.js and custom CSS

- **Wrote back-end routes** to support user profile data and cocktail list functionality using Express.js and MongoDB

- Handled dynamic rendering of user-specific content, ensuring smooth integration between front-end components and server-side logic

- Ensured consistent design and user experience across both pages through modular styling and reusable components

Full Stack Developer | MyFleetDotBuild | [MyFleetDotBuild Repo](#) |
Technology: Python, Django, PostgreSQL
Designed and developed a full stack web application for car collectors to build and manage a personalized collection of vehicles, complete with customization features and detailed car profiles.

- Implemented full user authentication with sign up and sign in functionality using Django's built-in auth system

- Built CRUD functionality for users to add, view, update, and delete cars and custom rims in their collection

- Enabled users to upload images and input detailed information such as car model, year, modifications, and notes

- Developed dynamic templates using **Django**, **Python**, **HTML/CSS**, and **JavaScript** for an interactive and responsive user experience

- Utilized **Django ORM** to model car and rim relationships, with image handling via **Django Media/FileField**

- Managed data storage with **SQLite/PostgreSQL** and deployed the app using **Heroku** (or your platform of choice)

Position from Previous Career | Walmart O/N AT | Orlando,Fl. | Feb 2024–Jan 2025
Role Description: Overnight manager responsible for organizing inventory, stocking, and reopening the store.
- Supervised and coordinated overnight team operations, ensuring efficient stocking, inventory management, and store readiness for opening
- Managed a team of associates by assigning tasks, monitoring performance, and providing coaching to improve productivity and accuracy
- Conducted nightly audits and ensured compliance with safety, security, and company policies
- Collaborated with department managers to meet merchandising goals and resolve inventory discrepancies
- Trained new overnight associates on store procedures, equipment, and expectations
- Maintained clear communication with day management teams to ensure seamless shift transitions

Position | RaceTrac O/N Shift Manager | Orlando | April 2018–August 2023
Role Description: Overnight manager responsible for organizing inventory, cleaning, and stocking.

- Managed overnight store operations including cash handling, shift balancing, inventory checks, and safety procedures

- Supervised and supported overnight staff, ensuring tasks were completed efficiently and store standards were maintained

- Delivered exceptional customer service by assisting guests, resolving complaints, and handling escalated issues during overnight hours

- Maintained store cleanliness and product availability through timely stocking, food prep, and merchandising

- Performed nightly reports, reconciled registers, and prepared documentation for morning management team

- Ensured compliance with health, safety, and company policies during night operations

- Trained new overnight associates on operational procedures, POS systems, and guest service best practices

EDUCATION

Software Engineering Immersive | General Assembly | Remote | 2025
Full-time immersive program in **Full Stack Software Engineering**, consisting of 480+ hours of hands-on coding, collaborative project work, and professional development. Executed end-to-end **full stack application development** across 4+ projects, from **initial planning and wireframing through database design, API development, front-end implementation, testing, and deployment**.
Worked in a fully remote environment using **Agile methodologies, pair programming**, and **iterative development cycles** to simulate real-world engineering team collaboration.

High School Diploma | Terry Parker High School | Jacksonville, Fl. | 2013