

Kolby Evans

Professional Software Engineer - Secret Clearance

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SOFTWARE ENGINEERING APPLICATIONS

Invisify— Sole Developer - [Website](#) - [Source](#)

- Built with a Javascript front and backend along with a PostgreSQL database.
- Invisify is an anonymous chat/messaging application similar in function to other social media sites (Twitter, Facebook).
- Tackling the issue of online privacy and working to give users a place to express themselves, without data collection.

Micro Frontend Application — Full Stack Developer

- Utilized ReactJS to build a Micro Frontend component which was able to be integrated into a larger project developed by multiple team members.

Rocket Clicker — Sole Developer - [Website](#) - [Source](#)

- Using only basic JavaScript, no libraries such as ReactJS, I built and deployed a space themed idle game.

Pixel Art-O-Matic — Sole Developer - [Website](#) - [Source](#)

- Created a pixel art studio using front end Javascript along with HTML and CSS.

PROFESSIONAL EXPERIENCE

Galvanize, Inc. — Software Engineering Immersive Resident

June-2021 - Present

- Assist in teaching transitioning service members software engineering fundamentals to allow them to build and deploy full stack web applications.
- Mentoring junior developers through pair programming, daily code reviews, and thoughtful feedback to build on skills and assist growth.

U.S. Army — Infantry (11B) - Secret Clearance

January-2018 - May-2021

- Experienced team leader in high stress and dynamic situations.
- Capable of working through sudden, and unplanned, environmental changes, such as role changes or changes in team dynamics.

TECHNICAL SKILLS

JavaScript (NodeJS, ReactJS, jQuery, SocketIO)

HTML & CSS

SQL (PostgreSQL)

Git

EDUCATION

Galvanize, Operation Level Up - Advanced Software Engineering Immersive

2021

