Gabrielle Handy

Full–Stack Software Engineer

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An Aspiring entry-level professional eager to make a meaningful impact in the technology sector, with a passion for tackling intricate challenges and devising innovative solutions that can positively transform lives through the art of programming.

TECHNOLOGIES

Languages| Python, JavaScript (AJAX, JSON), HTML, CSS, SQL, Java

Frameworks & Libraries| Flask, React, Bootstrap, Jinja, SQLAlchemy, Spring Boot

Database & Industry Tools| SQL, Git, GitHub, Command Line, AWS, Maven

Methodologies & Practices| Agile and Scrum methodologies, User stories, Test-Driven Development (TDD), Behavior-Driven Development (BDD), Pair programming

Security & Authentication| Spring Security, JWT

API Development & Testing| REST API Development, JUnit, Cucumber, MockMVC, Rest Assured, Postman

SOFTWARE DEVELOPMENT EXPERIENCE/PROJECTS [PORTFOLIO/GIT HUB]

General Assembly and Interapt SEI, REMOTE   **2023**
SOFTWARE ENGINEERING IMMERSIVE PARTICIPANT

Through my experience, I have learned to:

★   **Develop robust applications using Spring Boot.**
★   **Efficiently manage and optimize SQL queries.**
★   **Design and implement Java RESTful APIs.**
★   **Conduct API testing and automation with Rest Assured and MockMVC.**
★   **Practice Test-Driven Development (TDD) for code quality.**
★   **Apply Behavior-Driven Development (BDD) methodologies for collaboration and requirements validation.**
★   **Create modular and maintainable software systems using Object-Oriented Design (OOD) principles.**
★   **Demonstrate expertise in Object-Oriented Development (OOD) concepts.**
★   **Follow best practices in software development and design patterns.**

★   **Stay continuously updated with emerging technologies and industry trends.**

Music Streaming API:

A Music Streaming API focusing on user profiles, music categorization, and personalized playlists. Users have personalized accounts, and the API categorizes music into genres and playlists, enhancing music discovery.

Language(s), Technology, and Tools used in the project:

Language: Java
Framework: Spring Boot
Security: Spring Security, JWT Tokens
Database: H2 (In-memory database)
Web Server: Apache Tomcat
Documentation: OpenAPI Documentation

Rotten Tomato for Games API:

An API focusing on user profiles, viewing game reviews, and following other users. Users have personalized accounts, and the API categorizes games into genres.

Language(s), Technology, and Tools used in the project:

Language: Java
Framework: Spring Boot
Security: Spring Security, JWT Tokens
Database: H2 (In-memory database)
Web Server: Apache Tomcat

Tic Tac Toe Game:

A web-based tic tac toe game with themes, the option to play against an AI opponent, and responsive design.

Language(s), Technology, and Tools used in the project:

Language: HTML, CSS, JS, Bootstrap

Live Demo*: https://gabriellehandy.github.io/TicTacToe/*

Hackbright Academy, REMOTE   **2022**
SOFTWARE ENGINEERING IMMERSIVE FELLOW
Through my experience, I have learned to:

★ **Gained practical, hands-on experience.**
★ **Developed strong problem-solving skills.**

★ **Worked on real-world projects using diverse technologies.**
★ **Proficient in Agile methodology and effective teamwork.**

Travel Buddy:

Travel Buddy is a web app where users can create a travel planner with destinations they plan to visit. Once created they can find pertinent travel advisory information about embassy locations, emergency numbers, weather, currency, and hotel recommendations. The profile page also offers news and a translator that translates text from an image

Language(s), Technology, and Tools used in the project:

Language: *Python, JS, HTML, CSS*
Framework: *Flask*
Database: *PostgreSQL*
Web Server: *AWS*
 Live Demo*: www.travelbuddy.top* **(test: username= jtest@test.com pass: test)**

EDUCATION/ TECHNICAL TRAINING

General Assembly, Remote   **August 2023 - November 2023**
Full Stack Java Developer Immersive

Hackbright Academy, San Francisco, CA   **November 2021 - January 2022**
Immersive full-stack coding program

The University of North Carolina at Greensboro, Greensboro, NC   **August 2014 - June 2020**
Bachelor of Arts in International Studies minor in Chinese, Spanish

Beijing Normal University, Beijing, China   **January 2019 - January 2020**
Intensive Chinese study

Professional Experience

Information Specialist   February 2023 to Present

Forsyth County Public Library - Winston-Salem, NC

- Design and create eye-catching flyers and displays to promote library programs and events, leveraging graphic design skills.
- Efficiently manage library resources and circulation using automated software systems.
- Assist library patrons in resolving technology-related inquiries, demonstrating strong technical aptitude.
- Responsible for maintaining and organizing digital records and data using Microsoft Excel.

- Utilize library software to streamline processes such as issuing library cards, reserving rooms, and managing book holds.

Developer Internship at Shopify

Shopify Canada   **May 2022- June 2022 (Left early for personal reasons)**
● Hands-on experience with writing and pushing code that improved the backend code base of Shopify's product
with guided mentorship
● Followed Agile methodology, and participated in daily scrum meetings, project planning, and sprints involving multiple areas of development.
● Experience with Ruby

Software Engineering Fellowship

Hackbright Academy San Francisco, CA   **November 2021- January 2022**

- Exponentially grew knowledge and coding experience using hands-on practice, projects, and guided mentorship
- Part of an empowered team working on delivering quality software projects in an agile environment.
- Examples of projects include:
  - *Movie ratings app*: Tech used: HTML, Jinja2, Flask, SQLAlchemy
  - *Shark-themed hangman game*: Tech used: Ajax, Javascript, Flask
  - *Melon shopping site* -Backend- Tech used: Flask, Jinja
- Followed Agile methodology, and participated in daily scrum meetings, project planning, and sprints.

Manga Translator with Tech and Translation Skills

JianLai Global Remote   **March 2020 to May 2020**
- Skillfully translated Chinese manga content for a Chinese manga website, employing bilingual proficiency.
- Edited and enhanced previously translated work for accuracy and clarity.
- Developed and maintained a comprehensive glossary to streamline future translation projects.