GAGE LIEBLE

Software Developer

gagelieble@hotmail.com • (503)858-2163 • github.com/Gage-Lieble • linkedin.com/in/gage-lieble • gagelieble.com

Skills

Languages	Frameworks	Tools
Python	Django	Git/Github
Javascript	Flask	Command Line
Html	Django Rest Framework	Windows
Css		

Relevant History

Teacher/Careers Service Assistant

Pdx Code Guild - Portland, Or

- Collaborated with a team of 3 including an instructor and another TA to ensure that the grade book was updated regularly
- Supported students through their final capstone projects by giving advice, solving syntax errors, and supplying them with the correct resources
- Developed a resume template for Pdx Code Guild students to refer to when graduating
- Researched types of people who can be marketed to and convinced to join Pdx Code Guild
- Wrote PdxCodeGuild's handbook that contained valuable advice on job searches, interviews, and networking

Restaurant Manager

Mcdonalds - Forest Grove, Or

- Reorganized the inventory order list, saving 1-2 hours each time myself or any other managers had to fulfill
 a new order to stock the store
- Granted a restaurant management certification after completing a week long training course. The course taught multitasking skills, quality control, and handling people
- Supervised a team of 10+ people at any given time, which included daily position assignments and managing employee breaks throughout the day
- Ensured the store met health regulations and basic company procedures through pre-shift prep and food quality testing

Projects

Dreamstream - Django, Python, Javascript - Capstone (dream-stream-capstone.herokuapp.com)

Wrote Django-based web app using api calls in order to gather movie/show data including links to external streaming sites with the best price

WeatherApiApp - Django, Python - Personal Project (gagelieble.com/g/)

Developed a search engine that returns live weather conditions based on which city the user input

Education

Pdx Code Guild - Portland, OR

• Full Stack Python Development (400+ hours)