

SHAWNA CHATFIELD

SOFTWARE ENGINEER

PROFILE

While on a varied and steadfast journey through the many faces of the Nashville music industry, I eventually found myself longing for a new challenge. I began looking at possibilities for what might be my next endeavor and I knew immediately that I wanted to pursue something that would grant me the ability to be constantly learning while allowing me to have impact by utilizing my past experiences. That search eventually led me to find Nashville Software School where I discovered a passion for being creative with technology. Through my studies at NSS I've become captivated by the craft of coding. I love that in software development I'm able to use both my logical thinking and creative skills and am so excited about the possibilities of this compelling career.

PROJECTS

The Three Broomsticks Inn

When it comes to being a Muggle, it can be a challenge finding your way to the Wizarding world. Designed for Harry Potter enthusiasts, I built this single page CRUD application to provide a way for users of the non-magical variety to digitally connect with The Three Broomsticks and make online reservations for getaways at the Inn. Built using React.js, JavaScript, and JSON-Server. HTML, CSS, Flexbox, and Canva were used with a focus on elevating a user's booking experience and instrumental in creating various elements including the logo, navigation bar, and custom icons.

<https://github.com/schatfield/The-Three-Broomsticks-Inn>

BLIGHTY

As a self professed Anglophile, I've always had a particular affection for the traditional English Pub. BLIGHTY is a Django Web Application that provides fellow pub lovers a place to track the full life cycle of checking off a bucket list of must see pubs in England. Users can peruse curated lists of the country's best countryside pubs, create wishlists, and document their experiences for pubs they've checked off the list. This application was built with Python, Django, HTML, CSS, the ORM, and TablePlus. Canva, and Mockflow, and Trello were used for applying UI/UX principles.

<https://github.com/schatfield/BLIGHTY>

CONTACT DETAILS



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PROFESSIONAL EXPERIENCE

NASHVILLE SOFTWARE SCHOOL

Full-Stack Software Developer | September 2019- present

Intensive 6-month software development bootcamp securing engineering foundations through total immersion training in React, Javascript, HTML5, CSS3, Python/ Django & SQL

- Built browser-based, full-stack applications using HTML, CSS, Javascript, and React applying OOP fundamentals in individual and agile based team settings
- Developed server-side applications using Python, Django, and SQL. Created ERD's to implement database designs and applied principles of integration testing on Django Rest APIs.
- Gained practical experience using version control systems and project workflow management via GitHub and Trello project boards

GROUP PROJECTS

Nutshell

<https://github.com/schatfield/reactive-nutshell>

- Collaborated with 3 teammates to create a single-page social platform that allowed users to organize news articles, events, tasks, and chat with other users.
- Utilized React JS and JSON server for persistent data storage. Implemented user-specific CRUD functionality for the tasks feature.

Bangazon E-Commerce

<https://github.com/schatfield/bangazon>

- Collaborated with 5 teammates applying agile principles over three sprints to develop full-stack E-Commerce application using Python, Django, React, Javascript and Postman
- Developed Django Rest API contributing to the "Products" feature building endpoints, models and views for returning product data to the client side of application. Applied basic principles of automated testing developing integration tests

SONY/ATV MUSIC PUBLISHING

Coordinator, North American Copyright Administration | Sep 2017 – Sep 2019

International music publishing administration corporation

- Cataloged song deliveries through use of Salesforce and company legacy databases
- Coordinated song adaptation, translation requests, and resolution of song disputes with the Sony creative/A&R Staff, Performing Rights Organizations, publishers, and clients.
- Assisted with day-to-day creation and maintenance of Nashville originating song/client/contract data and information, including song registration with US Copyright Office in Washington, DC
- Assigned special project of working directly with Sony's creative department to manage timely and accurate data entry of daily song submissions from writers for Sony/ATV's Country catalogue in worldwide company database

GRASSROOTS PROMOTION

Tour & Logistics Manager | Apr 2013 – Sep 2017

Radio & media in-house management and promotion company

- Worked directly with clients to tailor, schedule, and manage an average of 150 nationwide promotional tours per year utilizing Microsoft MapPoint to create specialized travel itineraries for clientele.
- Collaborated with artist teams to create strategic tour campaigns, develop specialized tour packages, and prepare budget proposals.
- Coordinated with up to 80 media outlets weekly securing interview opportunities for artists and distributing required artist assets to media.
- Scheduled promotional 'Media Days' with press outlets for high profile clientele attending meetings as artist representative to make introductions and ensure meetings stay on schedule
- Developed media tour service proposal and client orientation checklist for department establishing consistency in client experience
- Boosted client capacity 13% within first year and achieved company objectives by reallocating radio and media outlets, restructuring project timelines, and creating new tour routes.

HOT TOPIC, INC.

Store Manager Mar 2012 – Apr 2013

Leading retailer of music and pop culture licensed apparel & accessories.

- Promoted to store manager after successfully assisting upper management with scheduling, hiring, and training for 5 years
- Assigned to underperforming store in local region as store manager to refocus team and implement sales strategies resulting in exceeding daily sales goals, reducing store shrink and fulfilling business initiatives within allocated store hours and staffing limits.
- Rebuilt, trained and unified a team of 15 employees through "Back to Basics" training sessions and consistently recruiting quality candidates.
- Enhanced efficiency by transforming disorganized stock room, implementing a new shipment processing system and enforcing operation procedures.
- Improved store's inventory loss percentage by 3% maintaining a "low shrink" status and consistently ranked among the lowest shrink stores in the district by successfully implementing company loss prevention practices throughout the store team

EDUCATION

NASHVILLE SOFTWARE SCHOOL

Full-Stack Software Developer- Certificate

MIDDLE TENNESSEE STATE UNIVERSITY

Bachelor of Science, Recording Industry Management