Jack Conroy – Software Developer

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https://github.com/Jack112-create

PROFILE

Enthusiastic software developer eager to contribute to team success through hard work, attention to detail, and excellent organizational skills. I am currently looking for the next opportunity to work in an environment that will provide me with a chance to grow in my skills and contribute to the team.

TECHNICAL SKILLS

HTML - CSS – JavaScript- Python – Git – Bootstrap – PHP – Laravel - WordPress

Experience With: jQuery – Materialize – Django – Flask - Jest – PostgreSQL – Heroku – UX Design – Jinja – Balsamiq

WORK EXPERIENCE

Vitamin Creative (April 2022 – Present)
- Worked as a productive and positive team member to design code, test, report, and debug operations.
- Developed, tested, deployed, and maintained WordPress themes.
- Successfully identified, diagnosed, and fixed website problems, including broken links, layout errors and responsive issues.
- Evaluated and became knowledgeable in new standards, technologies, and trends in website development.

EDUCATION

Code Institute| Dublin (Remote)   *July 2021 – November2022*
Diploma in Software Development (E-commerce Applications)

Technological University of the Shannon| Limerick   *September 2018 – May 2021*
Bachelor of Science in Music Technology and Production

PROJECTS

Sprint Designs
An e-commerce site built using HTML, CSS, JavaScript, Bootstrap, Python, Django, AWS and Stripe. Sprint Designs was my final project as part of my Full-Stack Software Development Bootcamp with Code Institute. The site is a fully responsive e-commerce store with Stripe integration to handle payment requests and AWS to serve static files.
- Live project - https://sprint-designs.herokuapp.com/
- Source code - https://github.com/Jack112-create/Sprint

Robofriends

Built using React, Robofriends is a small project that makes use of both class components & function components to create and update state as well as passing props to child components. Robofriends uses the JSON Placeholder API to grab multiple user information which is then appended to each card.

- Live project - https://jack112-create.github.io/Robofriends/
- Source code - https://github.com/Jack112-create/Robofriends

Rock Paper Scissors Lizard Spock
Built using HTML, CSS, and JavaScript, this project extends the classic Rock Paper Scissors game and adds two new choices, Lizard and Spock. The game provides users with a fully responsive game that is played against a computer that generates a random choice from the options listed above. There is also a bonus game mode where a block of code is presented to the user, and the user must choose the correct language that is presented to them.

- Live project - https://jack112-create.github.io/CI-Portfolio-Project-2/
- Source code - https://github.com/Jack112-create/CI-Portfolio-Project-2

COLLABORATIONS

Code Institute Retro Gaming Hackathon (*July 2021*)
Taking place over 5 days and working within a team of 4 developers, this hackathon compromised building a fun and nostalgic retro game.
The project idea was to build a version of the classic breakout game. I was responsible for building parts of the UI and layout of the site.

- Live project - https://sijil82.github.io/quarantine/

ACHIEVEMENTS

- Channel Leader for Code Institute's project-portfolio-2
- Smarter Travel Campus Awards 2020 – Multimedia - Audio

TRANSFERABLE SKILLS

- I am self-motivated with excellent time management skills
- I have excellent organisation skills
- I can relate to a variety of different people and converse comfortably with my peers
- The ability to prioritise tasks and remain conscious of timelines.
- I am passionate
- I am eager to learn

HOBBIES & INTERESTS

Gym: I enjoy spending an hour going to the gym 3 days a week as it allows me to challenge myself physically and to disconnect from all forms of technology.

Self-Learning: I enjoy learning new things. If there is a skill/technology that I find to be interesting, I enjoy looking into it and tinkering with it.