

# JAMES BATHO

## SOFTWARE ENGINEER

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## SUMMARY

I am a web developer focusing on frontend development using React, with a strong engineering background. I recently graduated from Springboard in June. Currently, I am working as a freelancer on Upwork, developing a project with Code for Baltimore and looking for a full time position.

## SKILLS

**LANGUAGES:** JavaScript, HTML, CSS, SQL, Python

**FRAMEWORKS:** React, Express, Gatsby, Flask, jQuery, SQLAlchemy, Jasmine, Jest

**SOFTWARE:** Node, PostgreSQL, AWS, Git / Github, Firebase, Redux, SQLAlchemy

**SOFT:** Communication, Collaboration, Time Management

## PROJECTS

### No-Shows a No-Go

Apr. 2021 - Current

Project Lead for Code for Baltimore's VITA Group.

First identified how Cfb can best assist CashMD with their VITA program by discussing with leadership the issues they are facing due to the COVID-19 pandemic. Currently our team is determining an effective strategy for reducing the No-Show rate by implementing SMS reminders and through integrating their scheduling system.

**Technologies Used:** Twilio, APIs

### Gmail & LinkedIn Clones

May 2021 - June 2021

Copycat Gmail and LinkedIn homepages using React, React-Router, and Redux for the frontend and Firebase with Firestore for the backend and user authentication.

On the linkedIn page, users can register and login, add posts to the news feed, and see other users' posts and on the gmail site users can mock sending emails.

**Technologies Used:** React, Redux, Firebase, Firestore

### Jobly

Mar. 2021 - Apr. 2021

Job board website using mocked data with Express for the backend and a React frontend. Allows the user to search for a job by company or job title and keeps track of which applications the user has submitted. Developed using test driven development with Jest.

**Technologies Used:** Express.js, React, PostgreSQL, Local Storage, Heroku, Surge.sh, Jest

### Advanced Teamfight Tactics

Feb. 2021 - Mar. 2021

Statistics website for RIOT Games' *Teamfight Tactics* built with a Flask backend and Jinja frontend. Allows the user get information about their performance to determine how they can improve. Provides custom *Teambuilder* functionality so that users can create new team compositions and view compositions created by other users.

**Technologies Used:** Flask, SQLAlchemy, PostgreSQL, RIOT Games API, AWS, BCrypt, Heroku

## EMPLOYMENT

### Software Engineering Student, *Springboard*, Online

Oct. 2020 - June 2021

Over 800 hours of coursework covering key aspects of front-end web development, back-end web development, databases, data structures, and algorithms. Built over 20 projects including an appointment creator, gaming statistics, job board, and childcare networking sites.

Key Topics: DOM Manipulation, Event Driven/Object Oriented Programming, Terminal, Modern JavaScript, TDD/CI, AJAX, RESTful Routing, React

### GIS Specialist, *Maryland Environmental Service*, Millersville, MD

Aug. 2019 - Aug. 2020

- Calculated drainage areas using Python and ArcGIS
- Created a web application showing GIS jobs in Maryland based on location using ArcGIS Web Appbuilder
- Developed models for watershed classification using Python

### Research Assistant, *SSPEED Center*, Rice University, Houston, TX

May 2018 - May 2019

- Produced depth-damage curves of Harris County using Excel and ArcGIS
- Simulated rainfall events using HEC-RAS to generate flood maps of Texas watersheds
- Edited a technical report on the San Jacinto Waste Pits for an active EPA case

## EDUCATION

### Rice University

BSc Chemical Engineering 2019

Aug. 2013 - May 2019

## AWARDS

**Akers Senior Design Competition Winner**, *Rice University, Department of Chemical and Biomolecular Engineering*

May 2019

**Fulbright-Hays Scholarship** *U.S. Department of Education*,

May 2015