Jessica Martin

FULL-STACK SOFTWARE DEVELOPER

Education

Alchemy Code Lab

2022-2023

1000 hours of instruction in Full-Stack development and Agile Methodology

Oregon State University

2018 - 2022

B.S. Botany and Plant Pathology

Relevant Classes:

Introduction to Computer Science

Introduction to Computing in the Life Sciences

Work History

Oregon State University

2019 - 2022
Research Assistant
CLI, R-Studio, SSH

- *My desire for knowledge allowed me to always be on top of new genetic technologies and made me more efficient in the lab.*
- *My ability to come up with creative solutions to problems help saved the lab both time and money.*
- *Used the command line to interact with the university computer cluster to run data analysis.*
- *Designed and kept a detailed, organized database of 2,000 cultures and their genetic data.*

Cascade Valley Cannabis

2020 - 2021
Assistant Grower, Production

- *Monitored plant development to evaluate growth and quality. Maintain records of growth and production. Reported observations and actionable items to the Head Grower.*
- *Understanding the importance of security, I helped ensure that we were up to date with laws and regulations.*

Projects

Forager Journal

Fullstack, Node.js, Express.js, Mapbox API, PostgreSQL, Jest, React

GitHub – Site

- *Used my knowledge of APIs to render an interactive map using the Mapbox API.*
- *Used TDD methodology to build the RESTful API routes using Jest.*
- *Planned, designed and developed Forager Journal as a solo project.*
- *Implemented password hashing and bcrypt to add security to the database.*

Forte - Ear Training App

Javascript, HTML5, CSS3, Tone.js, Remote Collaboration

GitHub – Site

- *Used my attention to detail to refactor the code to be cleaner and easier to navigate.*
- *Utilized for loops to dynamically render the game grid.*
- *Mob and pair-programmed with a distributed team using Agile methodologies in a five-day sprint.*

Termagotchi - Terminal Adventure Game

Node.js, Express.js, Chalk, Inquire, Pair/Mob Programming

GitHub – Site

- *Published an npm package that is publicly available.*
- *Used my knowledge of SQL and RESTful API to set up a database, and table relationships for the functionality of our game loop.*

Sound Palette

React, Three.js/React Three Fiber, Functional Components, React Router, React Hooks

GitHub – Site

- *Implemented Three.js/React-Three-Fiber to render a dynamic 3D environment that changes with user input.*
- *Set global state with the useContext hook to keep state management clean and organized.*
- *Converted legacy code class components into functional components for uniformity in our code.*