

Katelyn's Resume

WDD 130

KATELYN DABBIERO

The subject of my web page is to be a virtual resume for job applications. As I work on projects through out the rest of my time here at BYU-Idaho I want to put the projects that I make onto this website so that I have a working URL of projects that I can submit to future employer.

The audience of my website would be future recruiters and employers. They would be able to see all the projects that I would want to show case. Currently there are not a lot of projects, but I plan on adding more and more projects as they get completed. By the time I need to apply for internships I would hope that I have enough projects for each language that I know.

<https://kdabbiero.github.io/wdd-130-kdabbiero/index.html>

I have heard a lot from teachers and recruiters at career fairs that employers want to see projects on our resumes. With this in mind, I decided to create a blog that acted as a virtual resume. I thought that making a virtual resume that showcases my experience in different programming languages would be a unique project that I could become really passionate about. As I go through out the rest of my time here at BYU-I, I plan to add my final projects to this website. I plan on using and working on this through out the first 10 years of my career.

I originally had an experience section on the front home page, but it felt redundant as all of the child pages were the projects that I was working on. I also planned on having a SQL, C++, and Python child page ready for this semester, but I could not pull it together before the end of the semester. I decided to really focus on making the HTML and CSS look the way I wanted it to and getting more comfortable with JavaScript. I wanted to put my asteroids and skeet projects on here for CS241 and CS165, but I could not figure out how they would actually be able to play the game on the website which would have been beyond the scope of this class. I envisioned the

actual coding to not take up as much time as it did. I think the concept from the class that took me the most time was the use of flexbox and grid but I feel like I eventually got the hang of it.

From this project I have learned that ideas no matter how great they are really needed to have thorough plans for it to turn out the way you envisioned. A lot of times I have ideas, but I do not put the necessary time into planning. It makes the actual coding take so much longer than it needs to. I gave myself enough time to do a good job but I'm really excited to continue to work on this and get more projects on this. In the future, I plan on giving more time to planning out my ideas because I could have had more done to exceed the requirements of this assignment. That being said, I'm still happy with what I'm turning in.