

Kathryn E. Harry

KatieHarry.github.io

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Experience

FIS, Software Developer, Cincinnati OH

Jan 2019 – Present

- Collaborate on an agile team with developers across the world
- Analyze user requirements and create design documentation
- Design, implement, and test user friendly UI with an efficient back end
- Communicate across teams to ensure requirements are met
- Develop the UI and API for an ASP.NET MVC application using the Entity Framework, C#, JavaScript, DevExtreme, CSHTML, and CSS

Lampros Labs, Front End Developer, Covington KY

Aug 2017 – Aug 2018

- Worked directly with small business owners to design and develop websites
- Learned front end and UX best practices from senior developers and designers
- Proactively sought out new opportunities to assist with new projects
- Created websites using Wordpress, PHP, JavaScript, jQuery, CSS, Bootstrap

Technical Skills

Languages/Frameworks: C#, C++, Java, ASP.NET MVC, Entity Framework
MATLAB, Python

Web Development: HTML/CSS, JavaScript, React, DevExtreme, PHP, jQuery,
Bootstrap, MaterialUI, Wordpress

Database: Oracle, MongoDB, SQL, PostgreSQL

Projects

Electronic Component Review Website

- Collaborated with peers to create a platform for students to upload, review, and communicate about specific electronic components to provide more confidence that the parts they order fit their needs.
- Implemented user accounts with email verification, uploading and editing component pages, rating system, comments, search page with filter options, and a search page for students to find professors that have the specialization required to help with specific projects.
- Technologies used: React.js, Material UI, MongoDB, Postman, Python, Django, PostgreSQL

Personal Website – KatieHarry.github.io

- Created and published a responsive React website using all custom CSS and components.
- Used mobile first design with a collapsible hamburger menu and contact form.
- Technologies used: React, HTML/CSS, EmailJS

Game Development

- Designed, developed, and tested a 2D local multiplayer side scrolling platformer with a tutorial and two levels.
- Technologies used: Unity, C#

Education

University of Cincinnati, Cincinnati, Ohio

May 2021

- Bachelor of Science, Computer Engineering

GPA 3.8