Katy McCann

I am a full-stack junior developer, recent graduated from Makers Academy Europe's leading web development bootcamp, and former primary school teacher.

As a teacher, I am adept at researching new material, communicating ideas effectively and designing and planning visual and interactive learning experiences, all of which are transferrable to software development.

My drive to learn how to code was initially fuelled by a web app idea as an aid for teachers. This project led me to seek out online resources such as Codeacademy and get involved in Meetup groups including Codebar.

I am now looking for a full stack junior developer role in a vibrant company with a culture of paired coding and shared knowledge in which I can continue to learn to my full capacity.

Skills

Communication skills

As a teacher I develop skills such as being able to:

- Break down challenging concepts for a range of ages and levels.
- Share lesson plans effectively with colleagues.
- Deliver pupil feedback to parents in a professional yet approachable manner.

At Makers I developed effective pairing skills and was able to:

- Break down ideas and problems through discussion and diagramming.
- Take regular turns to navigate and drive.
- Support each other in our differing ideas and stay open to change.

Collaboration

As part of a team within a school led me to value practices such as:

- Regular planning meetings which create a sense of purpose and focus.
- A culture of sharing resources, ideas, honest reflections and a mutual desire to improve our practice through creative and solution based approaches.

During project week at Makers we:

- Held regular stand-ups and retros.
- Used Waffle to support us in managing our issues, achieve our MVP and manage our work flow effectively.

Rising to new challenges

Teaching is a dynamic and agile profession which is constantly changing. Consequently I:

- Taught the new IT curriculum, introducing children to HTML, coding with the software 'Scratch', investigating the internet and editing a Wiki page.

- Learned and implemented new pedagogical approaches.
- Adapted to the continual revision of the curriculum.

During Makers:

- Our final project involved learning Xcode and Swift 3 in order to build a realtime, multiplayer drawing game in just 2 weeks.

Projects

Project	Description	Timeframe	Technologies
Drawsome Video Demo	Drawsome is an iOS drawing game application that allows players to draw and send pictures to their friends to guess	10 days	Swift 3, Xcode, Websockets, Node.js.
Story-teller	Story-teller is a JavaScript single-page application that allows children to dynamically select words to complete a story.	5 days	Javascript, JQuery, HTML, CSS

Education

Makers Academy (29th August to 16th December)

A 16-week intensive development bootcamp, emphasising:

- Pair-programming
- Test Driven Development
- Object Oriented Design
- Agile
- Ruby, Rails, Javascript, Node.js, Swift
- Rspec, Jasmine

Institute of Education: (2007 – 2008)

Primary PGCE with an Art Specialism in association with Quentin Blake. It resulted in a final class project being displayed in a gallery.

University of Sussex (1999-2002)

Social Anthropology with Development studies BA 2:1

Experience

Old Ford Primary School (Sept 2015 - July 2016) *PPA Cover* Taught French, ICT and PE across Key Stage 2 in a

three form entry school.

RedBox Teaching (October 2015 - July 2016) *Supply Teaching* Numerous schools across London doing day-to-day supply as well as long term jobs.

Garden International School (August 2012 - June 2014) *Nursery Teacher* International school in Bangkok, Thailand. *After school Clubs* - Improvisation club; chess club and computer club.

Hague Primary School (September 2011 - July 2012), *Nursery Teacher*

Interests

Dancing - I enjoy dance in all its forms but I particularly love to swing dance. It is also great to combine with travelling. So far I have danced in Bangkok, South Korea, Sweden, Cambodia and HongKong.

Short Films - Collaborating in the creation of spontaneous film ideas with friends.