

Katherine Bowers

Fairfield, CT |  | k.bowers134@gmail.com
<https://kbowers789.github.io/Portfolio>

Profile

- Computer Science graduate with end-user experience and knowledge in data management for nonprofits
- Experienced in Python, SQL, Java, C/C++, CSS, JavaScript, and HTML with a working knowledge of MongoDB, Node.js, Express.js, and React
- Familiar with Git version control and Agile/Scrum methodologies
- Strong communication, writing, and reporting skills; proficient with Microsoft Office suite
- Willing to relocate

Education

University of New Haven

Master of Science | May 2019

Major: Computer Science | Major GPA: 3.88 / 4.0

University of Loyola Maryland

Bachelor of Science | September 2012

Major: Biology | GPA: 3.39 / 4.0

Work Experience

Connecticut Audubon Society

Fairfield, CT

Gift Entry & Acknowledgement Associate

September 2017 – August 2019

- Maintained and improved data integrity in the Raiser's Edge fundraising and donor management system
- Generated consistent and accurate reports and gift acknowledgements
- Collaborated with department members to continuously improve and streamline processes

Rett Syndrome Research Trust

Trumbull, CT

Administrative Assistant

May 2012 – December 2016

- Managed data entry, querying & reporting processes in MS Access database
- Remotely organized and maintained records for multiple fundraising events simultaneously
- Utilized Wordpress and available plugins to create crowdfunding campaign pages

Technical Experience

Academic

- *Object Oriented Design & Analysis* | Spring 2019
 - Explored UML documentation and artifact creation
 - Discussed design patterns, methodology, and the concept of packaging
- *Software Project Management* | Fall 2018
 - Developed a simple, functional, puzzle game using HTML and JavaScript in an Agile/Scrum team
 - Studied and compared a variety of development lifecycles
- *Java Programming* | Spring 2018
 - Discussed the syntax and functionality of the Java language
 - Analyzed the development and implementation of a Thread-based Java game
- *Relevant Projects*
 - Utilized Object-Oriented design concepts to create an Employee Payroll console system
 - Developed a school administration dashboard in Python using UML documentation and Agile/Scrum methodologies

Personal

- Created a Java application to assign students to project groups based on ranked preferences
- Working on a Python and OpenCV based program to process a grid image into a written description
- Currently learning the MERN stack technologies through a Quiz making/managing web application project