

TECHNICAL SKILLS

Python (Flask), Java (Apex, Swift), JavaScript (React, Node, Express, jQuery), C++, C#, SQL (MySQL, Snowflake, SOQL, SOSL, NoSQL), Git, GitHub, Platforms (AWS, Azure, Google Cloud Platform, Docker, Heroku, Salesforce, Unity, Matlab), MongoDB, Kotlin, PHP, HTML, CSS, VBScript, Swift, Netlify, Testing (UFTOne, Selenium)

PROFESSIONAL EXPERIENCE

SmoothStack

New York, NY

Salesforce Application Developer

Oct 2022 – Apr 2023

- Joined a 200+ person company and quickly became self-sufficient on a rotating 3-person scrum team.
- Used Jira for Agile project management, optimizing sprint planning, backlog refinement, and real-time user story/task tracking.
- Built and documented a robust property management application, including custom features, integrations, and seamless data migration.
- Developed a custom Salesforce Lightning Platform application from scratch using VSCode to streamline the property management process.

SmoothStack

New York, NY

QA Automation Engineer

May 2022 – Oct 2022

- Automated QA testing using UFT One, VB Scripting, and Selenium, ensuring reliable data handling in applications.
- Created test cases aligning with business needs and user scenarios for thorough testing.
- Used ALM tools (defect tracking, test plans, test labs) to streamline testing and efficiently manage issues.
- Developed custom VBScript function for random data generation, improving test coverage and efficiency.

Extra-Ed

New York, NY

Full-Stack Development Intern

June 2021 – Aug 2021

- Modernized website for a 10-person startup, collaborating with Co-Founders for user-centric and developer-friendly design.
- Developed dynamic user input fields for birthdate and graduation year, enabling personalized college recommendations.
- Integrated DailyMotion Video API to facilitate local video uploads, streamlining the user upload process.
- Developed Express.js route logic for scalable user data storage and updates.
- Integrated MongoDB to store user birthdays efficiently, enabling personalized features within the Extra-Ed platform.

Five Below

New York, NY

Sales Associate

July 2018 – Apr 2020

- Managed daily financial transactions (cash & credit) for 500+ clients, ensuring smooth and efficient service.
- Boosted customer satisfaction by efficiently fulfilling requests and maintaining well-stocked shelves, driving sales.
- Maintained a clean and visually appealing store environment, fostering a welcoming atmosphere that boosted sales.

TECHNICAL PROJECTS

Text Summarizer | Natural Language Processing (NLP), Python, React, Docker

Jan 2024 - Apr 2024

- Built a text summarizer using React.js (front-end) and Python (back-end) as a practical example of Natural Language Processing (NLP) applications in programming.
- Dynamically leveraged Luhn/Bart Model algorithms for efficient and comprehensive text summarization ensuring adaptability.
- Designed and deployed scalable backend microservices utilizing AWS Lambda serverless functions.
- Empowered users with speech recognition capabilities (supported browsers) and an on-demand spell check for a more intuitive and personalized text summarization experience.

Mooreland Properties | Apex, Api, Javascript, LWC, Salesforce

Oct 2022 - Apr 2023

- Co-developed a user-friendly property management app for renters, managers, and staff.
- Developed a Salesforce Lightning application from scratch using Visual Studio Code.
- Implemented custom business logic using Apex classes and triggers on the Salesforce platform.

- Optimized user experience by incorporating intuitive design elements that streamlined user interaction and navigation.

Aline Financial Banking Application | Excel, UFTOne, VBScript*May 2022 - Oct 2022*

- Automated test cases for a practice banking application, ensuring its functionality and reliability.
- Developed reusable and modular automated test cases to streamline future testing efforts.
- Created dynamic test data using VBScript to simulate real-world user input, ensuring thorough test coverage.
- Built custom reporting features that generate user-friendly, well-formatted Excel reports, improving data analysis and decision-making.

NY Tech Talent Pipeline | React, Express, Node, GraphQL, MongoDB*Jan 2021 - Feb 2021*

- Collaborated on building a dynamic full-stack web application leveraging MongoDB, Express.js, Node.js, React.js, and GraphQL for a seamless user experience.
- Led the launch of our website's database on Heroku, ensuring efficient deployment and a smooth user experience through cloud hosting with Netlify.
- Developed user interfaces for core website features (home, login, registration) utilizing React.js.
- Implemented MongoDB and employed GraphQL for efficient user data querying and management.
- Accessed real-time user geo-located weather and pollution index data APIs via Express.js and Node.js enhancing the website's functionality and user experience.

MemeMatrix Portal | Java, MySQL, Swift*Aug 2020 - Dec 2020*

- Led a team of 5 developers in building a user-friendly Java application for employee and manager self-service which granted secure access to payroll information based on individual permissions.
- Developed a benefits administration system that organizes health plans into customizable packages, ensuring compliance with New York tax regulations.
- Implemented a secure MySQL database to manage employee information (IDs, names, birthdays, contact details) and ensure confidentiality of Social Security Numbers.

A Journey Home | Java, JavaScript*Jan 2020 - May 2020*

- Created an interactive text-based adventure game, challenging players to navigate unfamiliar situations and make choices to progress.
- Defined enemy ("monster") attributes like attack, defense, magic abilities, and experience points for a balanced and engaging gaming experience.
- Implemented an event-driven combat system with a strategic rock-paper-scissors mechanic ("Attack" > "Magic" > "Defense") for engaging gameplay.

Synesthesia | C#, ShaderLab, HLSL*Aug 2019 - Dec 2019*

- Teamed up with 3 other developers to create a conversation-based game using Unity and C#.
- Created an interactive piano learning game that guides users through a step-by-step approach, incorporating engaging minigames to assess and reinforce skills.
- Developed a user-friendly, drag-and-drop interface with integrated visuals, music, and interactive elements.

EDUCATION**THE CITY UNIVERSITY OF NEW YORK, COLLEGE OF STATEN ISLAND****Bachelor of Science:** *Computer Science, Linguistic Minor;**Graduation Date: Jan 2022***Relevant Coursework:** Software Engineering, Calculus I/II/III, Artificial Intelligence, Computer graphics, Analysis of Algorithms, Data Structures, Operating Systems, Cryptography, Object Oriented Software design, Computer Hacking Theory, Web Development, Computer Architecture, Serious Gaming Development

KIMBERLY MODESTE

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LEADERSHIP/VOLUNTEER EXPERIENCE

COLLEGE OF STATEN ISLAND, VOLUNTEER

Sept 2016 – Dec 2021

BROOKLYN THEATRE ARTS, VOLUNTEER

Nov 2012 – Jan 2020

BROOKLYN PUBLIC LIBRARY, VOLUNTEER

Jun 2009 – Jun 2019

CERTIFICATIONS

SALESFORCE, PLATFORM DEVELOPER I

Feb 2023 - Present

SALESFORCE, PLATFORM APP BUILDER

Jan 2023 - Present

SALESFORCE, ADMINISTRATOR

Jan 2023 - Present