

Courtney Kakebeen

Software Developer - Los Angeles, CA

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I am a Software Engineer with a deep attention to detail and love for problem solving. In all aspects of life, I strive to unwind the knots of complex problems with creative, innovative solutions. With a well developed skill set in front-end web technologies (Javascript, jQuery, HTML, CSS), I am searching for a collaborative team to contribute to and grow alongside.

SKILLS

Languages - JavaScript, HTML, CSS, Python, SQL, Mongo, JSON, Typescript, EJS, DTL | **Database** - PostgreSQL, MongoDB | **Libraries and Frameworks** - React (class based and hooks), Express.js, Django, JQuery, Bootstrap, Semantic UI, Bulma | **Other** - RESTful Routing, JSON api

PROJECTS

[Album Love](#) (Node.js, Express.js, Ajax, EJS, MongoDB, Spotify Web API)

September 2021

In a time where music is often a background, Album Love seeks to reunite users with the music listening traditions of old. This social media site allows users to search for albums, view the covers in high resolution, and discuss their favorite music from any era.

- This solo project was built over the course of 1.5 weeks using Node, Express, and Ajax to build out the backend for a smooth transfer of data from one point to the next.
- Mongoose/MongoDB are used for the database model to hold user and comment info.
- The Spotify Web API is used to source all information (images, track list, artist, etc.) for populating the various album pages
- All pages are dynamically rendered through EJS to provide an easy-to-understand user interface.

[Wayfarer](#) (Django, Postgresql)

August 2021

Wayfarer is a social media application aimed at sharing tips and experiences for the nightlife of various cities around the world. Users can sign up for a profile, see other users' comments, and share their own experiences.

- Django was used for building out the server and dynamically rendering content across the various pages to create a chic, responsive user experience.
- All data is stored in a Postgresql database to keep track of user info, city info, and comments.
- Built in a collaborative team of four through careful planning and pair programming.

[Quelue](#) (Node.js, Express.js, EJS, MongoDB)

August 2021

This application is a recreation of the interface for Hulu. Aimed at improving navigation through the site's basic pages and functionality, Quelue allows a user to sign up for an account, browse sample TV shows and add interesting series to their own queue.

- This is a full stack application built from scratch utilizing Node and Express to build out the server.
- Mongoose/MongoDB was utilized to store user/session information as well as set up the Schema for the various models.
- EJS allows for the individual pages to be dynamically rendered for a more personal user experience.

[frienDroid](#) (JavaScript, HTML, CSS, JQuery)

July 2021

A game that offers a slightly different take on tomagotchi-style gameplay. The user must fulfill the needs of the robot pet while attaching new parts to level up.

- This application was built using an object-oriented approach to progress through the different stages of gameplay.
- All DOM manipulation is powered by JQuery to grab and adjust various elements based on user inputs.

EXPERIENCE

Data Entry Clerk

February 2019- June 2021

Pacific Dermatopathology | Studio City, CA

- Streamlined daily pathology reporting process to reduce time spent by ~50%.
- Built report accuracy up from 90% to 99% through persistent attention to detail.
- Created employee handbook to promote quicker comprehension of the job responsibilities for new hires.

Supply Manager and Curriculum Development Manager

September 2016- June 2019

Parker-Anderson Enrichment | Los Angeles, CA

- Managed supply chain for the needs of 30-40 instructors per quarter, resulting in effective instruction for thousands of students per year.
- Developed popular 8-week elementary school Minecraft curriculum built around teaching logic through the game's redstone mechanic that led to 40% increase in enrollment.
- Maintained 30 company computers through updating software, installing necessary applications, and troubleshooting errors.

EDUCATION

Software Engineering Immersive Program

June 2021 - September 2021

General Assembly | Remote

Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

Bachelor of Arts (B.A.) in Economics

September 2006 - June 2010

University of California-Santa Cruz | Santa Cruz, CA

Awards: Porter College Student Service - Recipients are recognized for outstanding service to their community through volunteer work.