MEGAN FORD

SOFTWARE DEVELOPER

MEG.C.FORD@GMAIL.COM

615 210 9761

NASHVILLE SOFTWARE SCHOOL
Apprentice Software Developer
April-September 2016

6-month full time, immersive in-class program in full-stack development to gain hands-on experience through daily individual exercises and group projects. Focus on industry best practices, modern technologies, practical knowledge via extensive lab time, and mastery of skills applicable to joining a team in a professional tech environment.

YOUTHMERCH/IMPLEMENTNOW
Division Director/Project Manager
2011-2016

Oversaw up to 1000 custom merchandise projects per year from concept to invoice, including fully custom overseas apparel. Managed customer service, pricing, and policies, logistics, and vendor negotiation. Commissioned YouthMerch website/rebranding. Led migration to paperless processes via Quickbooks and SmartSheet.

BFA   **University of Tennessee, Knoxville** *Ceramics and Drawing, 2006-2010*

HTML5
CSS3
GIT/GITHUB
SASS/SCSS
BOOTSTRAP
MATERIALIZE
JAVASCRIPT
JQUERY
ANGULARJS
JASMINE
GULP
FIREBASE
PYTHON
DJANGO
SQL

PROJECT: KPCOFGS   *http://github.com/MeganCFord/KPCOFGS*
Individual capstone project: 3 week timeline June 2016. Fully traversable animal identification app displays information at every taxa level. Constructs pages from multiple API's and builds a cumulative, persistent user-answer object using CRUD, routing and file upload. Technologies: AngularJS/UIBootstrap/SCSS/Firebase

PROJECT: aMeowZon   *http://github.com/MeganCFord/aMeowZon*
Group project: 4 day timeline August 2016. CLI shopping app with Full TDD test suite, Curses menu display, Two project iterations: first with serialized .txt data files, then with SQLite database. Contributed heavily to app structure; wrote cart, user, and payment modules; wrote shop, add-to-cart, and payment menus; wrote all second-iteration testing. Technology: Python, SQL

PROJECT: Food Fight   *http://github.com/MeganCFord/Food-Fight*
Group project: 3 day timeline May 2016. Combat text-adventure game with composed player object, semi-random gameplay. Collaboration via GitHub and Trello. Participated in app design; wrote bonus.js and foodfight.js; contributed to all app files especially animations; drew player and enemy images. Technologies: JavaScript/jQuery

---

HTTP://GITHUB.COM/MEGANCFORD

WWW.LINKEDIN.COM/IN/MEGAN-C-FORD

HTTP://MEGANCFORD.GITHUB.IO