MITCHELL HOM

Software Engineer

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Linkedin • Github

EDUCATION

University of California, Berkeley   Completed December 2021
B.A. Economics

Hack Reactor   Completed December 2022
Software Engineering Immersive
19-week software engineering immersive program with 1000+ hours of coding. Full-stack development with JavaScript, Python, Django, React, Redux, PostgreSQL, MongoDB, and MySQL in an Agile environment.

TECHNICAL PROJECTS

Electronics Storefront
https://github.com/mitchellhom/ecommerce-sanity-integration
- Developed a full-stack ecommerce website with payment processing capability (via Stripe API)
- Utilized sanity.io to enable easy mounting/unmounting of new products, next.js for the backend, React for the front-end, and Stripe API for payment processing

Nite Out
https://github.com/mitchellhom/Nite-out
- Led a group of three to develop Nite Out, a website that enables end-users to crowdsource local bar crawl recommendations and thereby plan their night out
- Utilized Python, React, PostgreSQL, React, Docker, Google Places API, Yelp Fusion API
- Devised strategies and implemented code to increase performances in map loading and runtimes for the addition of stops by 5%

PROFESSIONAL EXPERIENCE

Product Management Intern   May 2022 - August 2022
Geopogo | Berkeley, California
- Accurately calculated revenue projections and established market size for the launch of Geopogo's augmented reality technology for design and construction industries
- Conducted market research to identify user acquisition costs and relevant markets to expand in
- Researched and identified customer needs to define new product features
- Created and presented investor slide decks to source series A funding

SKILLS

Languages: HTML, CSS, JavaScript, Python, MongoDB, Rest API, Django, React.js, PostgreSQL, Redux.js
Software: Github, Gitlab, Visual Studio Code, Scrum Methodology, Agile Environment, DockerHub
Certifications/Program Completions: Hack Reactor Software Engineering Immersive, Codecademy, FreeCodeCamp, DataStructures Algorithm