

# Mikayla Swinkels

Software Developer

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<https://github.com/mswinkels09>

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## EXPERIENCE

### Nashville Software School — Full Stack Software Developer

JULY 2020 - PRESENT

*Intensive, six-month full-time software development bootcamp focusing on full stack development fundamentals and problem solving through building individual and group projects*

- Created websites and one-page applications using HTML, CSS, JavaScript, and React pulling data from third party APIs and JSON server
- Learned JavaScript fundamentals using DRY, modular and readable code and reusable components
- Implemented full CRUD functionality triggered by user actions
- Gained experience learning and working on individual and group projects remotely

### Nashville Zoo — Contact Area Keeper

MARCH 2018 - JULY 2020

- Worked well independently and on a team to solve problems
- Operated with a strong work ethic, professionalism, and the ability to work under pressure
- Utilized Excel to create a user-friendly data sheet that keeps track of animal weights and their enrichment items
- Worked with multiple teams to ensure the highest standard of animal care
- Utilized problem-solving skills and attention to details to make animal management decisions
- Educated the public about animal care and conservation through keeper talks and training demos
- Expanded training programs by establishing multiple new behaviors for primary animals
- Revamped enrichment programs by submitting new items for approval and observing the animals with the items for success and safety

## ABOUT ME

From Zookeeper to Software Developer, my time as a zookeeper has prepared me to think outside the box and to look at a problem from every angle. I followed that ideology into software development. I push myself beyond what I thought I was capable and create amazing programs and designs that I can look back and be proud of. I will be forever grateful for this opportunity to learn and grow as a software developer.

## PROJECTS

### What Not To Dew — Client-Side Front End Capstone

What Not To Dew is a mobile-friendly single-page application that allows users to track unhealthy food items. Using full CRUD capability users will be able to track their sugar and calorie intake, while keeping track with how much they are spending. Technologies that were used include: React.js, HTML5, CSS3, Git, GitHub, and Visual Studio Code.

<https://github.com/mswinkels09/frontend-capstone>

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## EXPERIENCE CONTINUED

### **Grizzly & Wolf Discovery Center, West Yellowstone, MT — Animal Keeper**

SEPTEMBER 2016 - DECEMBER 2017

- Responsible for shifting large carnivores into outdoor area multiple times a day
- Designed, created and implemented new enrichment for the bears, wolves, and raptors
- Responsible for minor maintenance throughout facility
- Involved in the construction and maintenance of animal enclosures and habitats
- Gave daily keeper talks to “keeper kids” about the bears and safety while in the habitat

## EDUCATION

### **Nashville Software School — Software Development Bootcamp Certificate**

JULY 2020 - JANUARY 2021

### **Moorpark College — Exotic Animal Handling and Management Certificate**

2013 - 2016

Two-year animal care program that taught me what it takes to become an animal care professional. It immersed me in not only the physical portion of the job but also learned about animal behavior, veterinary practices, dietary needs, and animal diversity in a classroom setting

### **Humboldt State University — Zoology Bachelors of Science**

2013

## PROJECTS CONTINUED

### **RARE: The Publishing Platform for the Discerning Writer — Full-Stack Learning Project**

Rare was conducted in two 5 day sprints. With a given wireframe and ERD, our team produced a full CRUD capable application that allowed users to create posts including uploading pictures, and add categories, tags, and reactions. Rare has full authentication capabilities and allows admin users to control what “authors”(all other users) publish on their site.

Technologies that were used include: React.js, HTML5, CSS3, Python, Django, Git, GitHub, and Visual Studio Code.

<https://github.com/NSS-Day-Cohort-42/rare-printing-presses>