



Paul Calnan

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Profile

Early in life my innate technical curiosity showed through in my hobbies that always focussed on technical pursuits.

On finishing high school I was given the opportunity to work within the electrical industry which continued to satisfy my strong interest in technology for many years. During that time I have developed a broad set of transferable skills.

Leveraging these abilities coupled with my desire to learn new things allows me to hit the ground running, as I up-skill into software engineering.



Project Experience

02/2022 — Current
Independent, Project

E-Commerce Web Application Little Spoons Of Joy

<https://little-spoons-ecommerce.herokuapp.com>

- Creation of an e-commerce web application for an existing small business.
- User can Sign-up with email, or Sign-in with Google and add items to a cart.
- Integrates Stripe to accept payments on cart contents.
- Deployed on Heroku for collaboration with business owner.
- Built with React, Redux, JavaScript, Firebase, HTML and SCSS.
- Still working on this project daily, currently implementing product description, ability to choose size and colour to products.

03/2021 — 06/2021
General Assembly, Project

RESTful, CRUD Web Application Trash or Treasure

<https://trash-treasure.herokuapp.com/login>

- Milestone project during General Assembly Software Immersive bootcamp.
- Given 1 week, build a web application that persists sessions, user and post data.
- My project allows a user to sign up or log in for existing users. A user can post an image under their own account and post comments on any image. User can only delete their own posts.
- Built with Ruby, Rails, PostgreSQL, HTML, CSS and deployed on Heroku.

03/2021 — 06/2021
General Assembly, Project

Javascript Project Tic-Tac-Toe

<https://paulcalnan.github.io/TicTacToe>

- First milestone project during General Assembly Software Immersive bootcamp.
- Given 1 week, recreate my own version of the game Tic-Tac-Toe.
- Utilises separation of concerns design principle between logic and events.
- Built with JavaScript, jQuery, HTML and CSS.



Education

03/2021 — 06/2021
Sydney, Australia

Web Development Immersive General Assembly

- The General Assembly 12 Week Software Immersive program is a fast paced learning experience designed to provide students with relevant, useful skills within the software industry that can be used immediately.
- A vast array of topics are covered that culminates into regular milestone projects to further cement understanding of the content. Milestone projects mimic real world scenarios and each must be delivered within a short timeframe of one week and to a strict deadline.
- Material covered during the course includes :
- Web design using JavaScript, jQuery, Express.js, Node.js, Underscore.js HTML, CSS and SCSS. Ruby, Rails, Sinatra, Reactjs and Vue.js
- Databases: SQL, PostgreSQL, MongoDB.
- TDD Intro to testing using Rspec.
- API navigation, intro to AJAX, JSON and parsing responses.
- Git version control, Heroku for project deployments, Cloudinary image hosting.
- **Milestone Project One:** Recreate TIC-TAC-TOE given one week. Built with Javascript, JQuery, HTML and CSS.
- **Milestone Project Two:** Build and deploy a web app that utilises CRUD, entity relationship model, user sign-up and login, uses Ruby, Rails, HTML, CSS.
- **Milestone Project Three:** Collaboration project, Build and deploy a web application based on the quiz game Kahoot within a team using React.
- **Milestone Project Four:** Build and deploy a web app frontend that talks with a backend api. Built using React, MongoDB, Express, Node.

02/2017 — 03/2017
Sydney, Australia

Software Development Course Coder Academy

- Short course on Web Design utilising Ruby on Rails.
- Introduced to MVC design pattern and Ruby Syntax.
- Class project was to build and deploy an online shop with the Rails environment.



Job Related Skills

- Currently undertaking a Udemy course on Java and IntelliJ IDEA
- Started working with fundamentals of Python.
- Started working with React Native.
- Attending various tech related Zoom meetups.
- Familiar with Mac, Windows and Linux(Mint) operating systems.
- Software used for development: VSCode, Atom, Sublime Text.



Organisational / Communication Skills

I have built the following relevant skills from my previous career as an Electrician :

- Calm under pressure.
- Ability to adapt to challenges
- Project management from initial design through to completion.
- Focussed work ethic with a 'never give up' attitude.
- Team leadership and mentorship to new recruits.
- Tactful, friendly and patient communicator.
- Effective problem solving skills within complex technical systems.
- Ability to work proactively within a team or independently if required.
- High standards towards workmanship and strong attention to detail.