Rachael Ewins

Full-stack developer

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github profile: <https://github.com/RaeRachael/>

**Personal Profile**

I recently moved out of coding for scientific research, into developing code for others where long-term readability and adaptability of the code is of much greater importance. I have further developed skills in adapting to new languages, processes and frameworks as part of that change.

**Work Experience and Education**

**Makers Academy (May 2020 to July 2020)**

* Created a facebook clone in 2 weeks as part of a 4-person team using ruby on rails, tested by Rspec with Capybara, with a Postgres database. Using Agile processes and TDD. [source code](https://github.com/tristanlangford/acebook-brainaics), [deployment](https://acebook-brainaics.herokuapp.com/)
* Created a new game to help learn VIM commands as part of a 6-person team in JavaScript, using express and react frameworks, tested with Jest. Using Agile processes and TDD. [source code](https://github.com/RaeRachael/invimcible_front_end), [deployment](https://vimvincible.netlify.app/)

**University of Hamburg (Oct 2016 to Feb 2020)**

* Using Fortran created idealized models for internal gravity waves via ray tracing.
* Simulated the interaction of internal gravity waves with background currents.
* Analysis and visualisation of Data done with MatLab

**University of Oxford (2012 to 2016)**

*MPhys (Hons) Master of Physics – Upper Second-Class (2.i)*

* Masters Project: Using Fortran implement a SOR (Successive Over-Relaxation) to find stable solutions for a system to inputted forcing
* Analysis and visualisation of Data done with MatLab

**Woking 6th Form College (2010 to 2012)** *Advanced Levels*

Physics (A\*), Maths (A\*), Further Maths (A\*), Biology (A)

**Personal Projects**

* Terminal game written in ruby, [source code](https://github.com/RaeRachael/exploration_game)
* A web version of the game written in JavaScript, playable on a touchscreen, [source code](https://github.com/RaeRachael/JS_exploration_game) and [deployment](http://exploration-game.surge.sh/)
* Helping maintain open source [administrate ruby gem](https://github.com/thoughtbot/administrate)

**Languages**

JavaScript, ruby, Fortran, TypeScript, C#

**Other skills and interests or hobbies:** Playing Go, making art with string