Sydney Good-Southard

Software Engineer

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ABOUT ME

Software Engineer, Illustrator, Cartoonist. A creative coder with a desire to bring her passion for art, games and tech into one place! Looking to create applications to bring fun and joy to people, whether it's games, websites or apps. I use my skills both as an artist and a software engineer to try and work around solutions in unique ways.

SKILLS

- HTML, CSS, Javascript, React
- Node.js, Python, Flask, Express.js, MongoDB, Mongoose, ejs, npm, Django
- Github, Git, Github Pages, Heroku, Slack, VS Code, Google Suite

- Team Building
- Wireframing
- Customer relations

EXPERIENCE

General Assembly - *Software Engineering Immersive | Engineering Fellow*

October 2021 - January 2022

- ***Coffee Rush*** A single page game application with the goal to make as many coffee orders to customer specs in the time limit.
  Tech: HTML5, Javascript, CSS3
- ***Critter Collector*** A user resource to track the catchable creatures in Animal Crossing: New Horizons.
  Tech: HTML5, CSS3, Javascript, EJS, Animal Crossing API
- ***Fantasy Costco*** Based on the concept from The Adventure Zone Podcast, this was a user updated database for Dungeons and Dragons players to submit and collect gear for their games.
  Tech: Python, HTML5, CSS3, Django

Metropolitan Market, Seattle - *Cheese Monger*

August 2020 - November 2021

- Coordinated with customers to find specific flavors and cheese types to complement their needs.
- Be knowledgeable of many different cheese types, their pairings, and their cut types to be able to provide the customer with their needs.

EDUCATION

General Assembly, - *Certificate of Completion | Software Engineering*

October 2021 - January 2022