Seanna Arnold

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SUMMARY

A software engineer driven by a passion for creative problem-solving and user-centric innovation. With a multicultural upbringing spanning Africa and Asia, I am able to build natural rapport with others from various regions and backgrounds. I excel in team environments and am eager to contribute my technical skills and creativity to help drive business needs forward.

EXPERIENCE

KnowNative - (*Core Contributor*) _Frontend Web Developer_   **Remote 2024**

- **Developed and implemented user interfaces using React and CSS** to create an engaging and accessible Chinese language studying app, enhancing user experience across multiple devices.
- **Designed and styled interactive components** like flashcards and quizzes with custom CSS, enabling seamless toggling between Chinese characters, Pinyin, and English, contributing to an intuitive learning environment.
- **Conducted comprehensive accessibility testing**, ensuring the app met WCAG 2.1 standards for users with disabilities, including screen reader compatibility and keyboard navigation.
- **Optimized app performance** by utilizing efficient state management and component reusability in React, leading to faster load times and smoother user interactions across the platform.
- **Implemented accessibility features** such as adjustable text size and color contrast adjustments enhancing the app's inclusivity for a diverse user base.
- **Conducted thorough debugging to identify and resolve issues**, leading to a reduction in reported bugs and an overall more stable application.
- **Collaborated with a cross-functional team of designers, product managers, and other developers** to refine features based on user feedback.

Drucker and Falk - _Leasing Professional in Property Management_   **Cary, NC 2024 - Present**

- Implemented customer service policies to enhance tenant satisfaction and customer success, **translating insights into user-centric solutions**. Conducted tours, maintained accurate leasing data, and demonstrated strong organizational skills, resulting in a steady 95% occupancy rate within a few months. Used CRM management softwares such as Knock and **Yardi**

PROJECTS

Byte Buddies - Educational Virtual Pet Game - UX Engineering, Full-Stack Development | Live | Github

- Designed and developed a virtual pet game integrating an **AI chatbot using ChatOpenAI API** to provide comprehensive guidance on pet care, fostering engaging and informative experiences for users as well. I created wireframes with **Figma** and developed them with **MERN**-stack(MongoDB, Express, React, Node) along with HTML/CSS/Javascript.

Wander - Itinerary Planning and Sharing | Team Project - UX/UI Engineering, Back-End Development| Live | Github

- Integrated Google Places API to search for attractions.
- Enabled users to create and share itineraries, and leave reviews with **secure token-based authentication.**
- Created wireframes using Figma and developed the app with **Python**/Django and HTML/CSS/JavaScript.
- Utilized **PostgreSQL as the database to efficiently manage user data**, itineraries, and reviews.
- Leveraged PostgreSQL's powerful features to ensure **data integrity and support complex queries**.
- Provided secure and scalable data storage, essential for handling user-generated content and real-time data interactions.

Cart Companion-Shopping Planner-UX/UI Engineering, Back-End Development| Live | Github

- This project allows users to create multiple customizable shopping lists featuring **OAuth** . I created wireframes with Figma and developed them with Mongoose, Express, Node and HTML/CSS/Javascript.

SKILLS

HTML, JavaScript , CSS, SQL, MySQL, PostgreSQL, Git, Python, Django, Express.js, MongoDB, Mongoose Js, React, Node, JSON, XML JSX, Bootstrap, RESTful API, Figma, AdobeXD, TailwindCSS, AJAX, UX/UI Design, Accessible Design(WCAG 2.0), Data

handling, Technical Proficiency/Adaptability, Troubleshooting, Agile, State Management, Yardi, Knock

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EDUCATION

General Assembly - *__Software Engineering Immersive__*   **Remote 2024**
- Full-stack software engineering bootcamp student in an intensive, 12-week, 500+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies using Agile methodologies.

Hyperiondev - *__Data Science Immersive__*   **Remote 2021-2022**
- Gained knowledge in **Python** and **SQL** for data analysis and machine learning.
- Learned NumPy, pandas, scikit-learn for manipulation and modeling**.**
- Created data visualization with Matplotlib, Seaborn and Tableau.

Google - *__UX/UI Design Certificate__*
- Acquired proficiency in **UX/UI design principles** and best practices for **Accessibility**.
- Gained knowledge in using **Figma** for creating **wireframes, prototypes, and interactive designs**.
- Learned to implement **accessibility** standards to ensure **inclusive** and **user-centric** designs.

Dakar Academy - *__High School Diploma__*   **Dakar, SN 2020**