Seanna Arnold | Software Developer

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SUMMARY

As a software engineer with a multicultural upbringing spanning Africa and Asia, I've cultivated adaptability and a natural rapport with others, evident in my collaborative roles. Driven by a passion for creative problem-solving and user-centric innovation, I excel in team environments, eager to contribute my technical skills and creativity.

TECHNICAL SKILLS

HTML, JavaScript , CSS, SQL, PostgreSQL, Git, Github, Python, Django, Express.js, MongoDB, Mongoose Js, React, Node, JSON, JSX, Bootstrap, REST API, Figma, TailwindCSS, OAuth, AJAX, UX Design, Accessible Design

RELEVANT EXPERIENCE

Byte Buddies - Educational Virtual Pet Game | Solo Project - MERN Full Stack Development | Live | Github

- Designed and developed a full-stack MERN educational 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.

Wander - Itinerary Planning and Sharing | Team Project - Backend Python Development and UX Engineer | Live | Github

- I developed both UX engineering and backend development, seamlessly blending design and architecture.
- This Django-backed web app integrates **Google Places API** for discovering and saving attractions. Users create, share itineraries, leave reviews with secure authentication. Styling is done using Materialize UI and custom CSS using a thorough understanding of design principles.

Cart Companion - Shopping Planner | Solo Project - Backend JavaScript Development and UX Engineer | Live | Github

- I developed both UX engineering and backend development
- This project employs Mongoose, Express, and Node.js for a full CRUD app, allowing users to create multiple customizable shopping lists. Additionally, I integrated **OAuth** for a unique user experience.

South African Concentration (memory) Game | Solo Project - JavaScript Developer | Live | Github

- Developed a memory game application using vanilla javascript for interactive gameplay.

WORK EXPERIENCE

General Assembly

Software Engineer Fellow   **Feb-May 2024**

- Elevated team productivity with high-quality code solutions in **Python, JavaScript, Django, and Reac**t with project management skills such as meeting deadlines with final deliverables.
- Fostered collaboration by contributing creative ideas and solutions to technical challenges by developing web applications and deploying them.
- Accelerated project progress by integrating new technologies like **APIs, MongoDB, Node, VScode, JSON**.

Drucker and Falk

Leasing Agent   **Feb 2024**

Implemented customer service policies to optimize prospect and tenant experience, translating into user-centric software solutions and maintained accurate leasing activity data, showcasing meticulous attention to detail and organizational skills crucial in software development.

EDUCATION

General Assembly   **Remote**

Software Engineering Immersive

- 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   **Cape Town**

Data Science Immersive

- 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.