Shawki Kased
–Software Engineer–

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SKILLS:
Ruby, Rails, React, Redux, JavaScript, MongoDB, Mongoose, Express.js, Node.js, HTML, CSS, Git, jQuery, RSpec, SQL, Postgres, Heroku

PROJECTS:

BRAINFLASH *Ruby on Rails, React, Redux*   [Live](#) | [Github](#)

Studying website inspired by Brainscape where users can create flashcards for easy access studying.

- Coded Active Record associations between User, Card, and Deck entities on a modal level to provide easy structuring of JSON views for the backend to serve in response to HTTP requests from the frontend.
- Implemented a modal component that opens and closes an Add Card/Deck form that updates the page on submit.
- Designed a study page that uses a *hideComponent onClick* function that changes the state of the viewable answer for easy effective studying.

CRIMEWATCH *MongoDB, Express, React, Node.js*   [Live](#) | [Github](#)

A web application that allows Samaritans to report local crimes/incidents in their neighborhood.

- Constructed a report component that uses User Authorization to appear to users to Report an Incident instantly.
- Created report incident form to take in latitude and longitude, category of a crime, and description that updates on the main index page once submitted.
- Structured report with filler data to be used as a sample API response test on Google Map Location tracking, ensuring it works properly before implementing the report form.

STORY QUEST *JavaScript, HTML, CSS*   [Live](#) | [Github](#)

JavaScript text adventure game based around selection boxes with multiple paths and scenarios.

- Executed a game logic that creates a tree-based choice box system using tree nodes as buttons, each of which corresponds to a unique Id that shifts the story scenario.
- Defined an array-based data structure containing the story objects that each represent a scenario with its own options and id for button tree nodes to access and trigger the population of the appropriate scenario in the DOM.
- Constructed a location object of background images used with an associated story object to render the proper background for the player's current progress.

EDUCATION:

New York City College of Technology- *AS Computer Science*   Fall 2013-Spring 2017
Relevant Coursework: C++, Discrete Structures, and Algorithms

AppAcademy   Winter 2019
1000+ Hours Coding Bootcamp with a 3% acceptance rate, focusing on Ruby on Rails and various JavaScript Frameworks

EXPERIENCE:

Supermarket Deli Employee: *Foodtown of Kensington*   June 2011 - Jan 2020

- Assisted multiple customers with their everyday service needs, leveraging great social interactions to increase overall customer satisfaction.
- Increased life span of perishable items by following code of conduct and sanitation, resulting in lesser stock spending.
- Oversaw newer coworkers on intensive and department focused tasks, resulting in increased reliability.

Insurance Agent: *Aflac*   June 2018 - June 2019

- Demonstrated high stamina and tirelessness with over 100 cold calls a day, resulting in numerous appointments that lead to new customers.
- Gained good relationships with professional businesses and coworkers during appointments and prospecting, leading to follow-ups.
- Attended multiple company-specific events, aiding superiors and assisting in presentations, hand-outs, material handling, etc, ending everything very smoothly.