SHAZREEN SEATTER

JUNIOR DEVELOPER

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Github

LinkedIn

Portfolio

PROFILE

I am a highly motivated and enthusiastic individual, eager to transition into the software development field and embark on a new career. With my experience in the healthcare industry, I bring valuable skills such as effective communication, engaged listening, and the ability to adapt quickly to changing circumstances. Combined with my newly developed technical skills, passion for problem-solving and genuine desire to have a meaningful impact, I am excited to enter the tech industry as I firmly believe that the skills I have acquired will enable me to thrive and succeed in this dynamic and ever-evolving field.

SKILLS

PROGRAMMING LANGUAGES

- HTML & CSS
- Python
  - Python3, Flask, PostSQL & Psycopg
- Javascript
  - React.js, Node.js, MongoDB, Express
- Java
  - Spring, Spring Boot

DEVELOPMENT METHODOLOGIES

- Agile Development
  - Pair & Mob Programming, Daily Stand-ups, Kanban Workflow
- Object Orientated Programming (OOP)
- Test Driven Development (TDD)

SOFTWARE

- Version Control
  - Github, Git
- Visual Studio Code
- IntelliJ IDEA

TECHNICAL EXPERIENCE

PROJECT: BOOK BUCKETLIST | GITHUB | VIDEO

Tools:	Python, PostSQL and Psycopg, Flask, HTML, CSS
Brief:	7-day solo project to build a full stack book tracking app
Features:	Add book titles/authors, edit, write notes, save books as complete/incomplete, view books, and delete entries
Takeaways:	Using OOP in Python, test-driven programming, and interacting with a PostgreSQL database (CRUD)

PROJECT: MIND BLANK | GITHUB | VIDEO

Tools:	React.js, Node.js, Framer Motion, MongoDB, Express
Brief:	7-day group project to build a full stack game trivia app
Features:	Fetching trivia questions data from external API, saving highscores, timer count down, animations
Takeaways:	Github, RESTful APIs for backend, writing quiz logic, integrating component libraries to improve UI

PROJECT: THE GREAT ESCAPE | GITHUB | VIDEO

Tools:	C#, Unity Engine
Brief:	2 week capstone project to build a game with a playable character and enemies
Features:	Create a narrative-driven game with animated characters, enemies, and immersive environments using assets.
Takeaways:	Learning a new language in 2 weeks, learning to use Unity engine for the first time

EDUCATION

CODECLAN ONLINE BOOTCAMP
Jan - May 2023
- SQA, level 8 accredited digital skills academy

UNIVERSITY OF BRIGHTON
Sept 2016 - June 2019
- BSc (Hons) Physiotherapy
- High 2:1
- Dissertation awarded 1st class honours

INTERNATIONAL SCHOOL OF KUALA LUMPUR
Aug 2000 - June 2015
- International Baccalaureate Diploma: 32 points

INTERESTS

- Cooking
- Reading
- Physical Activities - hiking, running, long walks

TECHNICAL EDUCATION

CODECLAN PROFESSIONAL SOFTWARE DEVELOPMENT
Jan - May 23
Intensive 16-week immersive course teaching the fundamentals of software development. Experience is gained through over 800 hours worth of hands-on coding, paired programming, and instructor lead teachings. Code Clan focuses on best practices within the industry such as Agile methodology, and best practices as a developer providing the tools to succeed in the industry.

WORK EXPERIENCE

IMMUNISATION TEAM AT NHS SCOTLAND
Feb 2021 - Dec 2022
Joined the immunization team at NHS Scotland, Aberdeen during the pandemic to help with the delivery of Covid-19 Vaccinations
- Worked in a high-pressure environment
- Excelled in effective communication by building meaningful connections, and helping guide others through challenging and unprecedented circumstances
- Adapted to changes in vaccination programs and learned different delivery of vaccines
- Worked in a team environment to help with high delivery of vaccination program

MUSCULOSKELETAL(MSK) PHYSIOTHERAPIST ASCENTI HEALTH LIMITED
Sep 2019 - Jul 2020
Working within a dynamic and progressive private company providing MSK services to legal and insurance markets. Independently worked between two clinics, managing and organizing diaries at full capacity
- Concise record keeping with attention to detail
- Focus on a patient-centered approach with an emphasis on communication and building rapport
- Worked closely with a mentor to discuss cases and took the initiative to identify gaps in learning