Shindano Singi
Full Stack Developer
Lewiston, ME
(207) 303-8311 | shindanosingi1@gmail.com | in/shindano/ | https://github.com/ShindanoSingi | Portfolio

SUMMARY

I am a Full Stack Developer with strong skills in the backend, Front-End Development, web development, and building and deploying a mobile app in a production environment, and have excellent written and verbal communication skills.
I have experience performing code, design reviews, building unit tests or other test automation, troubleshooting, and debugging hardware.
I have a passion for developing user-focused applications.
I am capable of quickly learning and mastering new technologies and working in both teams and self-directed settings. I love solving algorithmically complex problems and am passionate about coding and building applications. Additionally, I understand and design for non-functional requirements such as performance, cost optimization, maintainability, and developer experience. I can contribute in a fast-paced startup environment. Finally, I have been working remotely for about 3 years at Siemens.

SKILLS

Programming Languages: HTML | CSS | Python | JavaScript | Mongo | JSON | EJS | HBS | SQL Server | C# | Visual Studio | Java
Frameworks: NodeJS | Express | Materialize | Bootstrap | React.js | React Native | React | Django | Django Rest Framework | Jquery | Express Node.js | Material UI
Deployment Tools: Netlify | Heroku | GitHub | Firebase | Azure | Nginx | Unicorn
Databases: MongoDB | PSQL | MySQL | pgAdmin 4 | Mongoose | Atlas | PostgreSQL | REST APIs
More Tools: Google Dev Console | VS Code | Zoom | Slack | Front-End Development | Backend Development | Full Stack Development | Full Stack Software Development
Object-Oriented Programming: C# | Visual Studio | Core Java

SOFTWARE ENGINEERING EXPERIENCE

Software Engineering Immersive | General Assembly | Remote
Jan. 2022 - July 2022

Completed 400+ hours of expert-led instruction in front-end and full-stack development, database management, and hands-on learning of full-stack fundamentals and the industry's most in-demand technologies. Developed projects below:

Real-Time Chat App | Django | SQL | templates | JavaScript | Vanilla CSS | Materialize | Bootstrap | TailWind
- Created an application that enabled users to chat in real time. The goal of the project was to let users chat in privacy. Implemented user sign-up, sign In; room Creation, Update, and Deletion (CRUD). Also, users were able to delete messages. Used SQL, a relational database for the database to store users' data. The following technologies were used: Django and SQL for the back end and templates, Redis, JavaScript, Vanilla CSS, Materialize, Bootstrap, and TailWind were utilized for the front end. Did project documentation in README.

Ads-Free-YouTube-Clone | React | CSS | YouTube APIs | React | Vanilla JavaScript | Materials UI | Bootstrap

- Added a filter to block interrupting ads. We utilized YouTube APIs, React, redux, Router, Axios, Highcharts/ReactCharts, SVG, Render, ES6, ES7, fetch, Vanilla JavaScript, CSS, Materials UI, and Bootstrap on the front end, and express passport, and MongoDB on the backend.
- Created different components for reuse in the application.
- Designed beautiful and dynamic front-end visualizations to render complex metrics in a clear and comprehensible manner
- Used TailwindCSS for visualizing data in the application.
- Integrated third-party applications using APIs.
- Integrated third-party applications using APIs.
- Experience with modern caching patterns.
- Designed front-end assets to maximize reuse and composability, while keeping code clean and effectively organized
- Implemented a caching solution to facilitate high-speed requerying of relevant data.
- Allowed the user to use the app without signing up/in or signing up/in. By signing in the user would be able to create playlists, like videos… Additionally, we made our app mobile responsive so users could use it on their mobile devices.
- Used debugging tools to troubleshoot the application whenever the application was not working correctly.
- Collaborated with a team of 4 software engineers in a 2-week sprint…

Poor Man's Twitter | SQL | Due | CSS | Vanilla JavaScript | Templates | bootstrap | Vue

- Created a single-page full-stack web application (poor man's Twitter) using SQL for the backend, Vue, CSS, TailwindCSS, bootstrap, CSS, and Javascript for the front end.
- Used Axios for API calls.

User Management System | Express | MongoDB | Node.js | Vanilla JavaScript | handlebars | EJS | CSS | bootstrap | awesome fonts

- Made RESTful API fetch calls to an Express, MongoDB, Node.js backend
- Created an application that utilized fetch calls to YouTube videos API. Implemented a user management system to let the user create an account so he/she could be able to sign in and access the YouTube app that I customized to play videos without ads.
- Used Vanilla Java Script, handlebars, EJS, CSS, bootstrap, and awesome fonts for the front end.
- Made RESTful API fetch calls to an Express, MongoDB, Node.js backend handling all Create, Read, Update and Delete (CRUD) operations, and tested all backend routes during development using Postman.
- Used Mongoose to define schemas for MongoDB collections, and express them for the database.
- Used implementation of ES6 tagged template literals with styled components along CSS3 to provide style and flex-box layout of the application.

Weather App | React | CSS | materialize | BootStrap

- Created a worldwide weather app using weather API. The app utilized these technologies: React, CSS, materialize, and BootStrap.

Trivia Game | API | Vanilla JavaScript | HTML

- Designed a mobile responsive application that utilized an API, Js, and HTML to generate questions and answers. The app had two modes: In the first mode, challenge mode, the user was challenged based on the difficulty level selected. In the second

mode, the learning mode, the user was learning; that is, the user should click on the answer button to see the answer.
- Used APIs to retrieve data similar to ElasticSearch
- Used CSS to style the application. Reviewed Code before running the application. Did project documentation in README. Followed test procedures to successfully build the application.

PROFESSIONAL EXPERIENCE
Software Engineering Fellow   General Assembly | Remote
Jan. 2022 – July 2022

- Completed 400+ hours of expert-led instruction in front-end and full-stack development, database management, and hands-on learning of full-stack fundamentals and the industry's most in-demand technologies.

HVAC Systems Design and Control Engineer, Siemens Inc. |
Scarborough, ME   March 2020 – Present

- Participate in turnover meetings to discuss the project to be designed.
- Developed technical applications and produced design documents to be used by users and other developers.
- Design HVAC systems valued at $500k - $1 million each week using AutoCAD, commissioning tools, and design tools based on requirements on mechanical and electrical contract drawings.
- Collaborate with a cross-functional team such as project managers, product managers, and fellow engineers... to complete projects efficiently and timely to the client's specifications.

LEAN Engineering Intern, *ABB* | Auburn, ME Sept. 2019 – March 2020

- Used LEAN tools such as GEMBA on the production floor to identify what needed improvement and find a solution.
- Collaborated with cross-function in the Weld braze team and Vertical Machining Center (VMC) teams to develop work, and process standards to improve productivity and reduce injury-related risks.
- Helped to increase the performance and conversion rate of the process.
- Used organizational techniques to ensure all process data were correctly kept.
- Ensured communication was clear among employees.

- Wrote more than 50 Standard Operation Procedures (SOP) and organized tools to improve safety and production flow.
- Designed/fabricated and assembled parts in Moonshine shop using the 3D printer (Ender 3), mechanical, electrical, and hydraulic… tools such as a Milling machine (Bridgeport), heat bender, and shop saws, … which saved us about 500$ per each fabricated 3 machines.

Electronics Laboratory Technician   *University of Southern Maine | Gorham, Maine*   Jan. 2019 – Sept. 2019

- Provided technical support to more than 15 students performing electronics lab experiments.

- Maintained more than 20 pieces of electronic equipment such as oscilloscopes, frequency generators, and power supplies...

Interpreter *Catholic Charities of Maine | Portland, Maine*   July 2019 – March 2020

- Interpreted (oral) and translated (written) English into/from 3 languages: French, Swahili, and Kibembe for multiple clients such as courts, hospitals, schools, refugees' organizations… and their beneficiaries (English-limited speakers) to ensure services were well delivered/serviced.

Bean's Boots Stitcher/Machine Operator *L.L.Bean* | Brunswick*, Maine*   July 2014 – April 2018

- Stitched Bean's boots and received multiple awards for my high quality and quantity of stitched Bean's boots.
- Lead a group of more than 50 employees during streak breaks.

Embroidery Machine Operator *L.L.Bean* | Brunswick*, Maine*
                    July 2013 – July 2014

- Prepared products such as t-shirts, jackets, and totes… to be embroidered for more than 2 other machine operators.
- Operated embroidery machines that had 15 heads.
- Verified embroidered products for any defects.

<u>EDUCATION</u>

The **University of Southern Maine, Portland, ME**

[B.S. (Electrical Engineering) with a Minor in Computer Science, Graduated in May 2020](#)

Central Maine Community College

Associates Degree (Electromechanical Technology), Graduated in June 2015

SCHOLARSHIPS

WEX, College Dean, Eagle Jackson, & Phi Theta Kappa, Honor Society, Lewiston Auburn Metropolitan Chamber Scholarship Recipient,

HONORS

President's honor

AWARDS

Best 2nd Poster presented at ASEE 2019 conference at the University at Buffalo,

[Undergraduate Research Opportunity (UROP), Maine Space Grant Consortium (MSGC)](#)

President's Honor, Central Maine Community College.