

# Shindano Singi

Software Developer

Irving, Texas

(207) 303-8311 | [shindanosingi1@gmail.com](mailto:shindanosingi1@gmail.com) | [in/shindano/](https://in/shindano/) | <https://github.com/ShindanoSingi>

## **SUMMARY**

I am a Full Stack Developer with strong skills in both the backend and the front-end of web applications. Capable of quickly learning and mastering new technologies and working in both team and self-directed settings. I love solving algorithmically complex problems and have a passion for coding and building applications.

## **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 | Django JQuery

Deployment Websites: Netlify | Heroku | GitHub

Data bases: MongoDB | PSQL

Tools: Google Dev Console | pgAdmin 4 | Mongoose | Atlas | VS Code | Zoom | Slack

Object Oriented Programming: SW language base C# | Visual Studio | Core Java

Communication : Strong oral and written communication skills.

## **SOFTWARE ENGINEERING EXPERIENCE**

**Software Engineering Immersive** | General Assembly | Remote January 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:

**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, relational database for the database to store users' data. The following technologies were used: Django and SQL for the back end and templates, 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 | <https://bembe-tube.netlify.app/>

- Added a filter to block interrupting ads. We utilized YouTube APIs, React, Vanilla JavaScript, CSS, Materials UI, and Bootstrap on the front end, and express, passport, and MongoDB on the backend.

- 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 be able to use the app on their mobile devices.
- Collaborated with a team of 4 software engineers in a 2-week sprint...

**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 for the database.
- Implemented 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 | <https://bembe-weather.herokuapp.com/>

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

**Trivia Game** | API | Vanilla JavaScript | HTML | <https://shindanosingi.github.io/bembe-trivia/>

- 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 being 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 CSS to style the application. Reviewed Code prior to running the application. Did project documentation in README. Followed test procedures to successfully build the application.

**PROFESSIONAL EXPERIENCE**  
**Software Engineering Fellow**

General Assembly | Remote  
January 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.
- 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 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 found 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.
- 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, hydraulic... tools such as Milling machine (Bridgeport), heat bender, shop saws, ... that saved us about 500\$ per each fabricated 3 machines.

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

- Provided technical support to more than 15 students performing electronics lab experiments.
- Maintained more than 20 pieces of electronics equipment such as oscilloscopes, frequency generators, 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.

## **EDUCATION**

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

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

### **Central Maine Community College**

Associates Degree (Electromechanical Technology), Graduated in June 2015

### **Institut de la Fraternité**

Tanzania

Diploma in Business and Administration, 2007

## **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)