

# Soren Hopkins

Software Engineer

Boston, Massachusetts  
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## EXPERIENCE

### General Assembly, Boston — *Software Immersive Fellow*

July 2019 - PRESENT

Completed a 12 week program, 40 hours per week, focusing on central skills for full-stack web development. Completed 4 projects over the course of the program.

### Redbrick Health/Virgin Pulse, Minneapolis

#### *Tier II Support Engineer*

March 2017 - May 2019

Handled flagged tickets for over 50 clients, with hundreds of thousands of consumers.

Queried databases via SQL and PuTTY in order to check file intake status and error reports.

Liaised between Client Services & Engineering teams, conducting research and communicating issues via Jira and other reporting mechanisms.

Edited and applied Python scripts for the purpose of database research.

#### *Data Entry*

August 2016 - March 2017

Processed large volumes of PHI information.

## PROJECTS

### Tic-Tac-Toe — *Javascript Game*

A toy app that uses Javascript and a prebuilt backend API to run a Tic-Tac-Toe game.

### Desolate Hollows — *Game using Rails APIs*

A game that uses Javascripts and a custom built Ruby on Rails API to create a play experience. Users select 'ingredients' from a list, to add to their 'inventory', which they use to brew 'potions'.

### Team Project — *Express & MongoDB*

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### Project Name — *Detail*

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## Languages & Technologies

- SQL
- React
- Ruby on Rails
- HTML
- CSS
- JQuery
- MongoDB
- Express
- Bootstrap

## Skills

- JIRA
- GitHub
- Unix Command Line
- Heroku
- AWS

## Education

### Carleton College, Minnesota — *BA Psychology*

Major in psychology, focus in cognitive science, graduated in 2015.

Completed 40 page capstone project reviewing research on usage of fMRI for Lie Detection.