

CINDY S. MIT

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Recently graduated Software Engineering Immersive fellow with a penchant for learning new skills and hobbies. I am regarded with positivity and resilience after years of chronic kidney failure and hardship. The people around me know me as an incredibly compassionate and empathetic individual and I would be a great fit for customer-facing jobs. I strive to fulfill customer needs, while giving them the respect and attention they deserve. My dream one day is to build and/or lead a team in producing a video game. Even though my life is a rollercoaster, I won't let that stop me from achieving the things I want in life.

Skills

HTML, CSS, JavaScript, React, MongoDB, MongoDB Atlas, Heroku, SQL, Ruby, Ruby on Rails, Full-Stack Development, Surge, Netlify, Visual Studio Code, Axios, Customer Service and Retail

Experience

APRIL 2021 - JUNE 2021

General Assembly – SEI, Remote – *Software Engineering Immersive Fellow*

- Instructor-led units in Front-End and Back-End Development using hands-on approach to design and build web apps.
- Curriculum includes over 400 hours of professional training over 12 weeks, including daily web development and algorithm homework.

JANUARY 2010 - FEBRUARY 2013

CVS Pharmacy, Providence, RI – *Pharmacy Technician*

- Entered new patient profiles and prescriptions into the pharmacy database.
- Prepared and filled prescriptions accordingly in order to deliver accurate products to customers.
- Initiated Patient Care Calls to aid customers with staying on track with their medications and medication refills.
- Assisted in medication inventory by maintaining proper inventory levels, rotating stock, and submitting medication orders.

OCTOBER 2009 - JANUARY 2010

Canvasworks, Wickford, RI – *Retail Associate*

- Managed stock and inventory.
- Carried out monetary transactions and returns.
- End-of-day accounting.

JUNE 2008 - OCTOBER 2009

URI Bookstore, Kingston, RI – *Stock/Retail Associate/Accounts Receivable*

- Stocked textbooks and fulfilled 'Box and Carry' orders for incoming students.

- Student representative for 'Box and Carry' marketing to incoming students and families.
- Carried out administrative work and phone transactions in A.R.
- Experience in POS systems and sales in the front-end retail store.

Education

APRIL 2021 - JUNE 2021

General Assembly, Remote – *Certification*

Full-time Software Engineering Immersive Fellow

JUNE 2007 - MAY 2011

University of Rhode Island, Kingston, RI – *General Education*

Full-time Software Engineering Immersive Fellow

Projects

<https://github.com/cindymit/LVL-Up-Video-Game-Finder>

- This single layout database app uses API data from an open source API to help users look up video games by input. Project was built using HTML, CSS, JavaScript, and Axios.

<https://github.com/cindymit/Body-By-Boba>

- This app uses data created on Airtable. It allows users to submit their favorite boba drinks through personalized inputs and be able to filter through current drink combinations available. Project was built using React, CSS, and Axios.

<https://github.com/cindymit/AJEC-recycle>

- Recycle is a team collaboration that produced a full-stack bike-listing React app with full CRUD and authorization. Team API data and database was built using MongoDB and MongoDB Atlas, and deployed to Heroku. Unauthorized users are given limited access while authorized users may take advantage of selling and seeing other seller data.

<https://github.com/cindymit/thesoundoff>

- Individual full-stack project using Ruby and Ruby on Rails and React. The web app allows users to post songs and comments with other users. It has full CRUD capabilities and features authorization that limits unauthorized users from posting or editing.

Resources

Portfolio: www.cindymit.com

LinkedIn: <https://www.linkedin.com/in/cindymit/>