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Philippe Ayres

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[Github.com/TenScoops](https://github.com/TenScoops)

Ambitious programmer with a passion for software engineering, seeking opportunities in front-end or full stack development. Very detail-oriented, a fast-learner, very team-oriented and dependable. Explore more in my portfolio here: [Portfolio](#)

Technologies and Languages

- **Languages:** JavaScript, React.js, Tailwind CSS, Typescript, MySQL, Node.js, express.js
- **Technologies:** HTML, CSS, Git, Restful APIs, Figma, Adobe Photoshop & Illustrator

Projects

- **LifeXP[web app]** ([Github](#)) & link to web app here: [LifeXP](#)
 - LifeXP combines gamification with tools for emotional well-being and personal growth. By combining game-like features with resources for self-improvement, it provides a unique way to track and enhance both mental and physical health. The app makes self-care engaging and effective, helping users see real progress in their personal development.
- **Progress Pomodoro[web app]**([github](#)) & link to web app here: [Progress Pomodoro](#)
 - The Progress Pomodoro is designed to help individuals hold themselves accountable and improve their productivity. The app features a rating system that allows users to evaluate their progress after each work session. This data is then mapped on a graph, showcasing trends and patterns in work habits over time. By providing clear visual feedback, Progress Pomodoro aims to naturally enhance work ethic and productivity.

Education

BS in Technology and Information Design, University of Maryland, College Park, MD. **Aug 2024**

- Relevant Coursework: Computer Science, Object-Oriented Programming, Advanced Statistics, prototyping and development studio
- Academic Honors(x3)

AA in Computer Science, Howard Community College, Columbia, MD. **May 2021**

- Relevant Coursework: Linear Algebra, Java I & II, Calculus I & II, Discrete Structures
- Academic Honors(x4)

Work Experience

- **AI Training Specialist** **Scale AI** **2/5/24 – present**
 - Did code review processes, meticulously checking prompts, AI code, and contributions from team members to ensure quality. Worked with teams to make AI training methods better.
- **UI/UX Designer** **Common Cents LTD** **1/28/24 – 5/11/24**
 - Collaborated with a client to design and develop a website, focusing on creating an intuitive user experience and ensuring the site was visually appealing and easy to navigate.