Virginie Bonhomme

New York, NY | [Email](#) |[Github](#) |[Portfolio](#)

Bilingual(Creol/English) full-stack ux engineer with a passion for learning. Through empathy and creative problem solving, I strive to bring a unique approach to software engineering and design. Stemming from a creative background as a mixed-media artist, I can offer a fresh perspective on design and functionality in pursuit of servicing all communities.

SKILLS

Front End:
- HTML5, CSS3, Javascript, React, ES6, Tailwind CSS

Back End:
- Node.js, Express, Ruby, Rails, Javascript

Database and API management:
- SQL, Postgres, Mongo.db, Mongoose ODM, Rails

Version Control, Deployment, and Development Principles
- Heroku, Netlify, principles of version control, Git, Github, Ruby, Object Oriented Programing and Principles (OOP), Collaborative and, Application Scalability, Application Lifecycle

Design:
- Figma, Miro, Adobe XD, In Design, Photoshop, Agile Design

PROJECTS

Rare Gems
- ReactJs, Ruby, Rails, Tailwind CSS, Figma
- Developed and designed a full stack web application with user authentication for sneaker enthusiasts. Users can leave reviews on their favorite sneakers

Hov-Said-What?
- ReactJs, Airtable, CSS, Figma
- Developed a web application that allows Jay-Z fans to read and share their favorite Jay-Z song lyrics.

Gameterest
- React, API, MongoDB, Express, Node.js, CSS and GitHub, Figma
- Collaborated on a full stack web application with user authentication that allows gamers to comment, like and create a user profile. My role was UI design, Css, and Login functionality. Used git for version control.

NYC Parks and Recs
- Adobe XD, Design Thinking, User Testing
- Designed a mobile app with key features for NYC Parks. Used design thinking to understand, define, and validate users needs.

EXPERIENCE

Software Engineering Immersive Fellow   **Nov 2021 - March 2022**
General Assembly   **Remote**
- 500+ hour intensive full stack development program focused on common best practices in OOP, MVC frameworks, data modeling, and team collaboration strategies.
- Worked on a portfolio of four individual and collaborative projects focused on building user-centric applications.

Freelance   **May 2021- Present**
UX Design   **New York, NY**
- Managed usability testing for landing pages in preparation for website redesign. Defined testing parameters, prepared prototypes, recruited users, facilitated tests and reported results.
- Completed user research to identify opportunities for improving leads and web presence.
- Efforts drove the following enhancements: Replacement of vague objectives with clear call to action, increasing [Therapy For Us By Us lead](#)s by 10%
- Created more intuitive site navigation by eliminating misleading labels and unnecessary clicks.

Art Instructor   **May 2014- Jan 2020**
The Knowledge Project   **Brooklyn, NY**
- Developed syllabus in accordance with The Knowledge Project student learning outcomes.
- Curated and raised $5,000 in funding for art exhibitions to showcase students' art work.

EDUCATION

General Assembly | Software Engineering Immersive | Remote | 11/2021-03/2022

Benjamin N. Cardozo |Diploma| Queens, NY | 09/2004-05/2007