

# ELIZABETH PHILBROOK

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## SUMMARY

Software Developer with two years experience, actively pursuing professional growth in AI, cloud and web technologies. Strong technical acumen, excelling at troubleshooting and debugging. Adept at working independently with strong self-management skills and experience in cross-functional collaboration. Proficient at writing clean, understandable, and maintainable code. Concise in simplifying and explaining complex technical ideas, and focused on delivering precise, high-quality results. Embraces challenges, thrives with minimal supervision, adapts smoothly to changing priorities.

## SKILLS

- |             |                      |                              |                             |
|-------------|----------------------|------------------------------|-----------------------------|
| •Bash       | •Bootstrap           | •Object-Oriented Programming | •Visual Studio              |
| •C++        | •jQuery              | •RESTful APIs                | •Full-Stack Development     |
| •HTML/CSS   | •Node.js             | •MongoDB                     | •Web Design, Debugging      |
| •Java       | •React               | •SDLC                        | •ArcGIS Pro/Online          |
| •JavaScript | •Tailwind CSS        | •Version Control Systems     | •Spatial Analysis/Databases |
| •Python     | •TCP/IP              | •Git/GitHub                  | •Remote Sensing             |
| •R          | •Unit Testing (Jest) | •PyCharm                     | •Microsoft Office Suite     |
| •MySQL      | •Agile               | •RStudio                     | •Slack                      |

## EXPERIENCE

### 03/2023 - Current **Freelance Software Developer**

- Develop and maintain websites in various industries including environmental, construction, and services.
- Upgrade websites for mobile compatibility aligning to current branding, improving functionality by 33%.
- Build and manage ArcGIS maps with feature layers and annual updates.

### 10/2022 - 03/2025 **Project Coordinator (Remote)**, Sunergy Solutions, LLC, Londonderry, NH

Laid off due to  
company  
downsizing.

- Implemented Slack company-wide to resolve and improve internal and external communications.
- Resolved backlog of solar permits and interconnection applications within 2 weeks.
- Cross-functional collaboration with co-workers and clients regarding permits and interconnections.
- Provided quality assurance on engineering plans preventing resubmission delays and fees on 25% of reviews.

### 08/2021 - 05/2022 **Computer Science Peer Tutor (In-person and remote)**, Saint Anselm College, Manchester, NH

- Mentored senior year identifying learning gaps and customizing individualized plans accordingly.
- Demonstrated problem-solving methods and study skills to help students to excel in their academic pursuits.
- Proven success in helping students boost their academic performance.

## EDUCATION

### 2018 - 2022 **Bachelor's Degree in Computer Sciences - Saint Anselm College**

- Magna Cum Laude - GPA 3.72
- Alpha Lambda Delta Honor Society

## CERTIFICATIONS AND TRAINING

Full-Stack Coding Bootcamp, University of New Hampshire - 2023

Certified Associate Project Management, Project Management Institute - Ongoing

## PROJECTS

### **Recipe Search Index Website** | 2023 | <https://github.com/average-android/CookingRepo>

Developed a full-stack web application with Agile methodology, using JavaScript, HTML, Tailwind CSS, jQuery, and two APIs to enable users to search for and store recipes. Leveraged OOP principles to store data as objects and preserve user preferences, enhancing application performance by 40%.

### **NH Food Bank Location Expansion** | 2021

Mapped service gaps using ArcGIS to analyze census data and food bank distribution. Findings led to recommendations for expansion based on underserved communities.

### **Mapping Cyanobacteria Sites on Pine River Pond, Wakefield NH** | 2020

Developed an ArcGIS map to analyze data and explore the possible use of LiDAR to detect shallow benthic cyanobacteria mats.

### **Battleship Game** | 2019

Engineered independent Battleship game in Python applying OOP without relying on existing implementations.