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| Cumberland, ME  (802)-735-8409  [suresha@oregonstate.edu](mailto:suresha@oregonstate.edu) | **Abbi Devins-Suresh, M.D.** | <https://github.com/abisuresh>  [https://www.linkedin.com/in/abbi-devins-suresh-m-d-b5815827/](https://www.linkedin.com/in/abbi-devins-suresh-m-d-b5815827/%20) |

**Technical Skills**

*Languages:* JavaScript, ES6, Ruby on Rails, C++, Python, HTML5, CSS3.

*Frameworks/Libraries:* jQuery, React.js, Bootstrap, Jasmine.

*Other:* Git/GitHub, MySQL, PostGRESQL, Docker, Adobe Illustrator, Adobe Photoshop, IntelliJ, Responsive [Flexbox, Media Queries],Webpack, Jupyter, Py-art, Express JS

**Project Experience**

**Portfolio Website –** [*https://abbidevinssuresh.com*](https://abbidevinssuresh.com)*May 2019*

* Responsive, single-page application built with HTML5, CSS3 and JS (Express JS and Node)
* Utilizes Flex-box CSS and media queries to attain responsiveness

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| **Book Tracking Webpage –**  [*https://github.com/abisuresh/reactnd-project-myreads-starter*](https://github.com/abisuresh/reactnd-project-myreads-starter) | *June 2018* |

* Project that translated a static webpage of 3 bookshelves of books that you have read, want to read and are currently reading into a dynamic React webpage. Udacity provided the images and API data for the books.
* Developed a search query that filters books as user types in characters
* Utilized React Router to emulate backspace functionality between main page and search page

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| **Front-End Arcade Game Clone-**  [*https://abisuresh.github.io/frontendArcadeGameClone/index.html*](https://abisuresh.github.io/frontendArcadeGameClone/index.html) | *November 2017* |

* Clone of the classic game, Frogger. Udacity provided the art assets and game engine.
* Coded player, enemies, and other game entities in JavaScript's object-oriented pseudo-classical style.

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| **Responsive Website -** [*http://wedding.devinssuresh.com*](http://wedding.devinssuresh.com) | *November 2017* |

* Created wedding website utilizing HTML5, CSS3 and JS (with jQuery)
* Developed an end-product that was mobile, tablet and desktop responsive

**Education**

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| **Oregon State University-** *Post-baccalaureate in Computer Science*  (in progress, expected B.S. Spring 2020) GPA: 3.90  **Udacity -** *Front-End Web Developer Nanodegree*  *Google Udacity Front-End Challenge Scholarship (completed)*  **University of Vermont College of Medicine *–*** *Doctor of Medicine*, M.D.  **Bowdoin College**- *cum laude* in *Neuroscience*, B.A. | June 2018 – Present  October 2018  April 2018  May 2018  May 2012 |

**Work Experience**

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| **National Center for Atmospheric Research**- *Software engineering intern*   * Developing a leaflet JS based heatmap within a Ruby on Rails project * Exploring Python py-art library and PostGRESQL to process incoming real-time NETCDF data   **University of Vermont Medical Center (Psychiatry) -** *Web Development Contractor* | Boulder, CO | *May 2019 – Present*  Burlington, VT | *April 2018-June 2019* |

* Developing a HTML5, CSS and JS based website of a clinical Psychiatry interactive multimedia slideshow for use by medical students
* Used research from senior year medical school project on user/student perception of module and performance on a brief aptitude test of acquiring this clinical knowledge to inspire ideas for incorporation.

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| **HCI Consulting (for Mayo Clinic Go-Live) -***Electronic Medical Record (EMR) Technical Support* | Rochester, MN | *May 2018* |

* Supported nurses and physicians on-site to help with Epic EMR rollout at Mayo Clinic
* Assisted with any technical difficulties that arose utilizing Epic

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| **Martin’s Point Healthcare –**  *Marketing Extern* | Brunswick, ME| *June-July 2012* |

* Assisted with analysis of patient satisfaction surveys using advanced Excel features
* Helped edit errors and ensure website was presenting correctly in the launching of a new website through Sitecore (CMS)