Cara Powell

Software Engineer

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SUMMARY

Software engineer with six months intense coding training and a desire to utilize this skill in a challenging work environment. Excited to merge my past merchandising skills with my new technological abilities to create strong visuals that deliver an impactful message.

EDUCATION

GENERAL ASSEMBLY
Full Stack Web Development
March 2019 - June 2019

PER SCHOLAS
Front End Web Development
February 2019 - March 2019

GEORGIA COLLEGE
Bachelor of Arts - Math & Geography
December 2015

LANGUAGES

HTML
CSS
JavaScript
Python

LIBRARIES

React
Express
MongoDB
Mongoose
SQL
Node
Django

SKILLS

Mac OS
Windows
Photoshop
Microsoft Office Suite
GIS Programs:
ArcMap,
ArcScene, and
ArcCatalog

EXPERIENCE

SOFTWARE ENGINEERING IMMERSIVE STUDENT
General Assembly | 2019
Completed over 800 hours of coursework in a training program dedicated to giving students a deep dive into the world of web development. Used best practices to design and create RESTful APIs. Earned a scholarship for full tuition.

DESIGN FREELANCER
Atlanta, GA | 2019
Designed signs, invitations, and posters for various events.

SALES/MERCHANDISER
The Scotts Miracle-Gro Company | February 2017 - February 2019
Pike Nurseries | June 2017 - October 2018
Home Depot | October 2016 - June 2017

PROJECTS

TEAM SELECT
Esports Team Popularity Polling App | June 2019
User can create an account and select their favorite esports team from a list created using a 3rd party API call. Created with HTML, CSS, JavaScript, and Python and uses Mongo, Django, SQL, Node, and React.

SHELTER
Animal Adoption Website | May 2019
Allows user to create new animal shelters and then add dogs to be put up for adoption within that shelter. Created with HTML, CSS, JavaScript, Mongo, Express and React.

GRINDHOUSE
User Controlled Database | May 2019
A website with a remote database where users can create, edit, and delete on different accounts and comments. Created with HTML, CSS, JavaScript, Mongo, and Express.

SIMON ENCOUNTERS
Interactive Game | April 2019
User plays the color-pattern repeating game Simon. Displays users score and has three levels of difficulty. Created with HTML, CSS, and JavaScript