

BAILEY LEAVITT

Junior Software Engineer

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PERSONAL STATEMENT

I am a creative, ambitious software engineer with a high attention to detail and drive for excellence. I thrive when supporting a company mission aligned with my personal values (integrity, determination, curiosity, excellence, open-mindedness). I have exceptional communication and social skills, and shine best in diverse team environments where we innovate meaningful results.

SKILLS

HTML5, CSS3, JavaScript, Python | NodeJS, Express, React, React Hooks, React Redux, ArduinoIDE | Flask, PostgreSQL, Sequelize, REST APIs | Git/GitHub | Microsoft Suite, Spreadsheets (Multiple suites), Data Analysis, User Acceptance Testing, Continuous Improvement | Public Speaking, Communication, Training, Team Management, Leadership, Experimental Design

PROJECTS

NERDY NOMAD

Resource web-app connecting users with a database of science centers in all fifty United States (plus DC). This was my final capstone project in General Assembly's Software Engineering Immersive (GA's SEI) bootcamp. Created using the PostgreSQL/Express/React/Node.js (PERN) stack. Next version release will include an interactive mapping API.

RETRIEVER

Pet rescue web-app targeted towards exotic and under-appreciated/under-served pets. I served as Captain of the Backend team, and the "Git Fairy," responsible for all pull requests, merges, version control, and deployment. This capstone project was a group effort in GA's SEI bootcamp, and created using the PERN stack. Next version release will include significant mobile optimizations.

DOGECOIN THE GAME

Browser board-game allows users to get in on the fun of the volatile crypto market, without any real risk! Topical, viral Tweets are part of game play, reminding users of Rule 62: "Don't take yourself too seriously." This was my very first project in GA's SEI bootcamp, and was created using HTML5, CSS3, and vanilla JS. Next version release will be a React Hooks app!

RELEVANT EXPERIENCE

GENERAL ASSEMBLY, SOFTWARE ENGINEERING IMMERSIVE

- Rapidly completed approximately 500 hours of instructor-guided and independent experience in software engineering.

CONTENT CREATOR, DOT READINESS GROUP, JAN 2013- JAN 2019

- Lead content edits and optimizations for B2B compliance course curriculum, website content, and email blasts.
- Increased email click-through rates (from 0.5% to 2%) and open-rates (from 15% to 45%).
- Created tracking/analytics solutions for content, technical, and on-page Search Engine Optimization (SEO).

EDUCATION & OUTREACH STAFF, SANFORD UNDERGROUND RESEARCH FACILITY (SURF), AUG - NOV 2017

- Provided proof-of-concept models and feedback for statewide K-12 science curriculum development program.
- Completed User Acceptance Testing to assess UX/UI and conducted QA testing of beta E&O web app.

LOW-BACKGROUND COUNTING RADIOPHYSICS INTERN, SURF MAY - AUG 2017

- Designed pneumatic diagrams for N₂ system to support high-purity Germanium detectors within class 1000 cleanroom.
- Became proficient at a restricted gamma-ray spectroscopy analysis program, atypical for undergraduate students.
- Gained enough trust and responsibility to become the first undergraduate in the international search for dark matter experiments (LUX/LZ) to handle a critical component for background counting (photo-multiplier tubes for LZ detector).

MICROBIOLOGY TEAM LEAD, NASA ASCEND! PROGRAM, DEC 2015 - MAY 2016

- Lead the Microbiology Team in complex experimental design (DOE) and presented DOE at NASA-sponsored conference.
- Primary point-person in inter-departmental collaboration between the Biotechnology and Engineering Departments.
- Team lead for multivariate design of experiment (DOE) and basic multivariate analysis.

SUPPLEMENTAL INSTRUCTION LEADER, GLENDALE COMMUNITY COLLEGE, DEC 2013 - MAY 2017

- Enabled dozens of advanced-level Calculus and Biology students to have that "ah-ha" moment.
- Raised grade averages of participating students by ~10%, and decreased course drop rates by ~10%.
- Built a custom Google Sites website as a communication tool for my students.

EDUCATION

GENERAL ASSEMBLY (2021)

Software Engineering Immersive Graduate

GLENDALE COMMUNITY COLLEGE (2017)

Associate in Biomedical Engineering | Associate in Science (4.0 GPA)