

# Meghan Bucher

Full Stack Software Engineer

San Francisco, California

[GitHub](#) | [LinkedIn](#) | [Portfolio](#) | [meg@meghanbucher.work](mailto:meg@meghanbucher.work)

I'm a driven web developer with a passion for crafting elegant and impactful solutions. I aim to deliver engaging, meaningful, and memorable user experiences. With a background in content creation, I bring a unique and proven blend of adaptability, creative problem-solving skills, and innovative marketing solutions to every project.

## Skills

HTML, CSS, SASS, JavaScript, React, Node.js, Express, MongoDB, Mongoose, Python, Django, PostgreSQL, NoSQL databases, SQL, Git, GitHub, RESTful APIs, MERN stack applications, MVC/MVT architecture

## Projects

### jobSeekr App

[Repo](#) | [Preview](#)

- Developed full-stack web application using JavaScript, Node.js, Express, MongoDB, and Mongoose
- Employed Express framework to handle back-end CRUD (create, read, update, and delete) operations
- Utilized MongoDB and Mongoose to define schemas and manage persistent data in a NoSQL database environment
- Integrated Google People API and Google OAuth 2.0 for user authentication and enhanced user experience
- Designed and implemented MVC (Model-View-Controller) architecture

### D&D NPC Generator

[Repo](#) | [Preview](#)

- Developed an NPC (Non-Player Character) Generator for the Dungeons & Dragons 5E role-playing game, which helps players by generating randomized demographic information, appearance descriptions, ability scores, personality traits, plot hooks, alignments, and corresponding beliefs
- Built using HTML, CSS, and JavaScript for dynamic and interactive functionality
- Showcases responsive design for optimal user experience across all devices

### Simon Says Game

[Repo](#) | [Preview](#)

- Implemented HTML, CSS, and JavaScript to build a dynamic and interactive game
- Utilized JavaScript to dynamically manipulate HTML and CSS, resulting in a seamless and engaging user experience
- Demonstrates mastery of asynchronous timing and DOM manipulation

## Experience

### Software Engineering Immersive Fellow | General Assembly

December '22 – March '23

- Completed 500+ rigorous hours of expert-led instruction in JavaScript, Python, Node, Express, React as well as hands-on learning of web and mobile application development using the industry's most in-demand technologies.

### Partner | Twitch.tv

September '17 – July '22

- Promoted and grew my channel's following base while using data analytics tools to maximize content outreach
- Led on-camera hosting experiences while providing content creation both live and in post-production
- Built an inclusive community of over 45,000 followers, 1,500,000 channel views, and 95,000 hours watched from the ground up, and gained Partner status

## Education

### Software Engineering Immersive | General Assembly | Remote

December '22 – March '23

### A.S. Business Administration | De Anza College | Cupertino, California

Grad. June '20