

BETHANY SCOTT

SOFTWARE ENGINEER

I am a Frontend Engineer with a passion for social impact work, creating beautiful designs and accessible programming.

Email: contact@bethany-bytes.com Website: www.bethany-bytes.com

Oct 2019 - March 2020

Founders & Coders • Student Developer

Founders and Coders is a cooperative that runs highly selective programming course. Through pair programming and workshops, I have grown competent with accessibility, testing, authentication, Git & version control, database & file architecture. I am comfortable with JavaScript fundamentals and ReactJS. learning to build products with cross device functionality. Mentoring and presenting regularly has reinforced my confidence and understanding.

In collaboration with real clients, the 4 month course culminated in the production of an MVP.

Student Project · Signpost

UX Lead

Conducted user research to define UI for specific UX target audience of homeless people. Used tools like Figma to create an iconised, clean design.

Tech for Better • Safe Space (Musician's Union)

Scrum Master

Liaised with the product owner throughout the process from definition to handover. Guided the team and lead stand ups.

Jan 2019 - Oct 2019 Together for Mental Wellbeing • HR Administrator

A mental health charity rooted in service user involvement. What originally made me want to learn programming was being able to use it for social impact. I wanted experience of this environment before entering the tech world, and I gained a broad understanding by being part of the team at Together. In addition to this, I developed organisational and team work skills, as well as insight to the functioning of a charity on all levels. .







2014 - 2018 University of Manchester - BA Latin American Studies 2:1

- · Spanish language 1st distinction
- · History, economics and politics
- - Year Abroad 10m working with NGOs in Colombia Culture, arts and literature
- **Dissertation**

Sociology and anthropology





Social Impact









Design

Languages

Communication

Mentoring