Savien Love-Howard

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Software Engineer

Software Engineer with a track record of enhancing user experiences and optimizing system efficiency through innovative solutions. Confident in various technologies, including JavaScript, Java, and CSS. Dedicated to constant self and professional improvement.

WORK EXPERIENCE

GRWNDED • Apr 2024 – Present
Junior Full-Stack Developer Internship

- Actively developing an innovative application designed to enhance user experience and provide unique benefits.
- Managing a full development lifecycle from concept to design, with a team to integrate cutting-edge features high-quality, scalable app.
- Developing cutting-edge full-stack solutions and integrating technologies, including React.js, Node, and Express.js, to enhance user experience and system efficiency at GRWNDED.

Edx • Jul 2022 – Present
Software Engineering Teaching Assistant

- Mentored cohorts of 20 to 30 boot camp participants weekly, imparting insights across a spectrum of essential languages, some of which include JavaScript, HTML, CSS3, MySQL, and Apollo GQL.
- Aided students in cultivating foundational coding proficiency, bolstering their understanding and confidence as they embarked on their journey into coding.

Citadel Cyber • Oct 2023 – Nov 2023
Junior Back-End Developer

- Assisted the development of a full-stack application within a one-month contract using a tech stack including Node.js, React.js, Vite, and NoSQL, ensuring consistent daily progress and product quality while learning implementations of Docker, AWS Amplify, and Passport.JS to meet the application's standards.
- Optimized system performance and user experience, substantially improving application speed and reliability.

SKILLS

Agile Programming, Apollo GQL, Blender, Bootstrap, CSS3, Express, Figma, Git, Git, GitHub, GitLab, HTML5, Java, JavaScript, Jest, JSON, Node, NoSQL, Notion, NPM, Object-Oriented Programming (OOP), Python, React, RESTful APIs, SQL, Three.js, Vue, Webpack, YAML

EDUCATION

Software Development
Boston University
Boston

Full-Stack Flex Bootcamp
University of Washington
Washington

Biology
Washington State University
Washington

Computer Science Department

Boston University

I created a mock computer science department using the language Java. The reason behind this project was to leverage my skills in Java with design patterns. Several design patterns, including behavioral, creational, and structural, were used to create the CS department. This project taught me how to put the best plan forward.

Fresh Glow

Fresh Glow is a mock-up e-commerce store with a dynamic React front end and Sequelize back end. This project focused on using a cart and product information while being able to load project images using cloud storage data.

Fantasy Fisticuffs

I crafted 'Fantasy Fisticuffs'—a riveting two-player fighting game that sparks excitement and challenges players in an immersive battle for victory using HTML, CSS, Javascript, and sprites. This endeavor marked my first game development project.