Caitlin Wall

Full-Stack Web Developer

Full stack web developer skilled in solving problems with HTML, CSS, Javascript, React, and SQL! Focused on being an organized, dependable, and adaptable team member. I am always happy to shift gears and assist the team wherever required. I highly value teamwork, coding is a collaborative effort. Enthusiastic about continued learning and spending time on my passion projects! I am a former elementary school teacher, so I'm no stranger to wearing many hats at work.

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Flowery Branch, GA, USA (remote/relocation possible)

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678-908-1670

caitlinw29.github.io/personal-portfolio/

twitter.com/codingCait

WORK EXPERIENCE

K-5 Math Interventions Teacher **GCPS**

01/2019 - 05/2019

Achievements/Tasks

- Compiled comprehensive data while leading small-group interventions for approximately 120 students.
- Regularly collaborated and communicated with 30+ teachers, multiple support specialists, admin, and parents/guardians of students to ensure each student's needs were being met.

Lifestyle Officer

Mark Moran Vaucluse 05/2017 - 08/2017

Aged Care Facility

NSW. Australia

Achievements/Tasks

- Coached residents in activities designed for social and emotional wellbeing, increasing levels of happiness.
- Mentored new team members as they went through onboarding.

EDUCATION

Full Stack Web Development Georgia Institute of Technology

09/2021 - 03/2022 Details

Atlanta, GA

- Certificate

BSE Elementary Education

Georgia State University

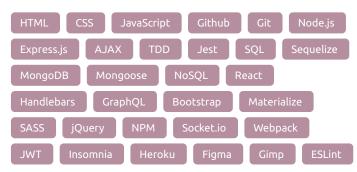
08/2015 - 12/2018

Atlanta, GA

Details

- ESOL Concentration - 4.14 GPA

SKILLS



PERSONAL PROJECTS

MentorMonkey (02/2022 - 02/2022)

- MentorMonkey is a web-based application which bridges skilled developers with mentees for on-the-spot mentorship.
- Built in a team of four with HTML/CSS/JavaScript/Bootstrap/Handlebars/ Node.js/Express.js/MySQL/Sequelize/Socket.io.
- Live: https://secret-falls-29125.herokuapp.com/
- Github: https://github.com/caitlinw29/mentor-monkey

PlayMe (01/2022 - 01/2022)

- PlayMe is a web-based application where the user can randomly generate an activity to fill time, or play a ready-made card game.
- Built with HTML/CSS/JavaScript/Materialize/jQuery.
- Live: https://caitlinw29.github.io/PlayMe
- Github: https://github.com/caitlinw29/PlayMe

AntsGoMarching (12/2021 - 12/2021)

- AntsGoMarching is a browser-based game where the player tries to collect as many strawberries as they can without running into an owl, an ant, or off the edge of the blanket.
- Individual passion project used Ania Kubow's Scrimba course as base. Built with HTML/CSS/JavaScript.
- Live: https://caitlinw29.github.io/AntsGoMarching/
- Github: https://github.com/caitlinw29/AntsGoMarching

PokeBattle (09/2021 - 10/2021)

- PokeBattle is a browser-based game which allows users to battle an opponent pokemon with a randomly chosen pokemon.
- Built in a team of four with HTML/CSS/JavaScript/Bootstrap.
- Live: https://caitlinw29.github.io/pokeBattle/
- Github: https://github.com/caitlinw29/pokeBattle

ACNH Random Villager Generator and Bingo Board Creator (07/2021 - 07/2021)

- Two applications that can be utilized together. The villager generator will show the picture of a randomly chosen villager. The bingo board creator will generate the villager images into a bingo board.
- This was a passion project and my first day using JavaScript.
- Live: https://caitlinw29.github.io/practiceProjects/
- Github: https://github.com/caitlinw29/practiceProjects