Claire Cashmore

Computer/Software Engineer

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Alexandria, VA

www.linkedin.com/in/claire-cashmore/

https://clairecashmore17.github.io/portfolio claire/

Career Objective

Eager to work in a fast-paced environment to develop new technology to enhance the lives of others. Motivated to increase both personal and professional skills to become an asset to my future employer.

Skills

- Data Structures and Algorithms
- Microprocessors
- C++, C, JavaScript, HTML, CSS
- Node.js, Express.js, MySQL, NoSQL, MongoDB, Mongoose

Work Experience

Peer tutoring





- Assisted peers in gaining basic coding practices to complete their coursework.
- 2-3 hour sessions twice a week with two students
- Encouraged confidence in problem solving by themselves with a directional input.
- 1:1 discussion tailored to help individuals learn in their specific learning style.

Soccer Shots: Head Coach

August 2021 – November 2021 Front Royal, VA

Instructed children ages 2-4 to develop basic soccer and social skills.

Education

B.S Computer Engineering

Embry Riddle Aeronautical University, Prescott Campus

August 2017-May 2021

Prescott, AZ GPA: 3.471

GWU 2U Full Stack Web Developer Bootcamp



May 2022 - October 2022



Remote

Projects

Movie Matchers

https://github.com/clairecashmore17/project-1

- Developed front-end application using JavaScript, HTML, and CSS.
- Use the DOM to dynamically alter page with user interaction
- Utilizes localStorage to allow users to save their favorite movie and beverage combos.

Senior Design Capstone Project (FireWatch)

Design a transparent OLED screen that depicted the distance and location of the familial devices on an LED screen. Implemented a Berry GPS unit, XBEE module, and Raspberry Pi Zero. Used SPI communication

Profile Generator

https://github.com/clairecashmore17/profile-generator

- Developed Full Stack using OOP.
- JavaScript, HTML, and CSS, Node.js.
- Utilizes Inquirer in order to gather information and store as objects.
- Creates webpage with generated team profiles