

Katye Russell

web developer

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EXPERIENCE

Apprentice Software Developer, 2015-16 **Nashville Software School, Nashville, TN**

Six months full-time, intensive training with emphasis on modern full-stack development, TDD & BDD. Currently auditing NSS's 3rd evening cohort to learn C#/.NET

- Front end technologies: HTML5, CSS3, JavaScript, AngularJS, jQuery, Lodash, Gulp, Grunt, Jade, Sass, Bootstrap, Materialize, Bourbon (Neat, Bitters and Refills), Mocha, and Chai
- Server side: Ruby on Rails, Rspec, Capybara, Cucumber, C#, .NET, Moq, SQLite, PostgreSQL
- Designed and developed projects individually, with partners, and in groups of 3-4 teammates
- Wrote command line/console apps, static web sites, single page apps & full stack projects
- Utilized Git and Github for version control (including forked versions of production code)
- Deployed team and individual apps using Github, Firebase, and Heroku
- Mentored new coders: 100 Girls of Code, Maplewood HS Panther Programmers
- Community involvement: Code for Nashville's Metro hackathon (Jan 2016), National Day of Civic Hacking 2015, 2016, Nodevember 2015, BarCamp 2015, Nashville CLICK 2015, 2016

PROJECTS

Healthy Start - <https://healthystart.firebaseio.com>

Alignment Nashville (a non-profit group that works with Metro Schools) approached Code for Nashville about having some of their printed resource guides converted into on-line apps. This mobile-centric app adapts AN's resource guide for teen mothers using HTML5, Sass, AngularJS, Gulp, and Bootstrap.

Quizlytics - <https://quizlytics> - <https://github.com/complikatyed/quizlytics>

Quizlytics, written in Ruby on Rails using the Bourbon.io framework family, was my final capstone for NSS C8. The app was written as a tool for the Quiz Bowl team at Hume-Fogg Academic HS. The first version is a basic CRUD app that stores and displays team member information. Subsequent versions will allow the user to add teams of existing players, and track individual and team points during live game play at tournaments.

Gauntlet - <https://github.com/complikatyed/gauntlet>

Although it's not the most visually exciting example of my work, I'm especially proud of my work as team leader on this jQuery-based battle game. Starting with a very detailed Trello board to map the workflow, we structured the project so that each member of the team was able to stretch his or her understanding of prototypal inheritance while also making strong contributions to the overall project.

EDUCATION

University of Virginia, Charlottesville, VA
M.A., English

College of Wooster, Wooster OH
B.A., Comparative Literature