CULLEN MOONEY

SOFTWARE DEVELOPER

✉ cullen@protonmail.com   🌐 cullenmooney.com   in /in/cullen-mooney   ⌂ cullenmooney

SUMMARY

I'm a software developer with a focus in building elegant mobile applications. I come by way of post-production and economics, and I try to incorporate the problem-solving and analytical approaches that I've accrued into my work as a developer.

PROJECTS

CoinTrack   Nov 2017
- Front-end web application that allows users to search for a digital currency's daily, weekly, and monthly prices, volumes, and market caps.
- Uses a React search module that implements an autosuggest dropdown menu based on the characters entered.
- Built with HTML5, CSS3, React, and AlphaVantage API.

RateMyChicagoAlderman   Oct 2017
- Full-stack web application that allows users to write, edit, and delete reviews of their Chicago alderman.
- Users have the ability to make an account, login, and see their reviews on their profile page.
- Built with HTML5, CSS3, Javascript, D3.js, JSON, MongoDB, and Express. Deployed via Heroku.

Simpsons Arcade Game   Sep 2017
- 90's style vintage one player game where Bart Simpson tries to eliminate Homer Simpson enemies.
- Implements multiple levels, regenerative character health, and attack moves.
- Built with HTML5, Phaser.js, and Express. Deployed via Heroku.

EMPLOYMENT

General Assembly, *Web Development Immersive Program*, Chicago, IL   Sep 2017 - Dec 2017
- Full-time, 12 week web development immersive program that teaches full-stack technologies while applying industry best practices.
- Built full-stack, CRUD applications using Javascript and Ruby frameworks and libraries as well Swift and Objective-C.
- Collaborated extensively with fellow developers and UX/UI designers on group projects.

Imaginary Forces, *Production Assistant*, Los Angeles, CA   Apr 2016 - Jun 2017
- Supported the production and IT teams by helping freelance talent get set up with username and password accounts, necessary software, and any troubleshooting issues.
- Managed daily scheduling for freelancers and provided superior client service to client teams.
- Started as a freelance contractor and promoted within 5 months to full-time salaried employee.

EDUCATION

General Assembly
Web Development Immersive Program 2017

University of Michigan
B.A. Economics 2015

Universidad Complutense de Madrid
Study Abroad 2013

SKILLS

LANGUAGES: HTML5, Javascript, Ruby, CSS3, Swift, Objective-C
WEB DEVELOPMENT: React, jQuery, Node.js, AJAX, Sinatra, AngularJS
DATABASES: SQL, MongoDB
OTHER: Git, Google Analytics, Heroku