Payne Fulcher

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Github | LinkedIn | Developer Website | portfolio demo

Dev Skills

Languages

Python, Javascript, Node.js, C, HTML, CSS (grid and flex)

Database

SQL, PostgreSQL, MongoDB, Mongoose, RESTFul Routing, REST API, JSON

Libraries and Frameworks

React (class based and hooks), Express, Diango, Jquery, Bootstrap, Tailwind, Materialize

Other

Unit Testing with Jest, Docker, Adobe Premiere, Final Cut Pro, Adobe Photoshop

Experience

Software Engineering Fellow at General Assembly

July 2022 - October 2022

• Three-month, 500-hour full-time, full-stack intensive software engineering program done remotely.

Provided in-depth experience with front and back-end programming languages, tools, and frameworks including Javascript, HTML, CSS, NodeJS, ReactJS, ExpressJS, MongoDB, CSS, Bootstrap, RESTful APIs, SQL, NoSQL, Flexbox, Grid, Mongoose, Github, Heroku, Postgres, Postman, jQuery, Jest unit testing, Docker, command line interface, and more.

Projects:

- <u>Geppetto</u>: Fullstack MERN application that utilizes the DaVinci 2 text-completion AI to allow users to create custom bots. Incorporated unit testing with Jest.
- <u>Perfect.Match()</u>: Job marketplace built with a Django/Postgres stack that utilizes the Adzuna API to pull down job listings, save them in a relational database management system and display them to the user based on skills the user self-selects. Also allows users to sign-up, login, search by keyword and add jobs to a saved list. Styled with Materialize framework.
- <u>Floating Promises</u>: This is a full-stack application featuring a RESTful API server built in Node.js with Express and CRUD operations via Mongoose. Utilizes MongoDB Atlas as a

non-relational database. Utilizes a one-to-many ERD for user posts and comments. Uses Google's people API in conjunction with Passport.js, an authentication middleware for node, to authenticate users via Gmail and authorize them to access certain user-specific features. Front-end styling via Bootstrap.

- <u>Haiku Hustle</u>: In-browser educational game utilizing HTML, CSS, Bootstrap and Javascript. Builds a sortable list that allows users to rearrange lines of haiku that are generated in random order.
- <u>Iean Claude Van Give a Damn</u>: A website devoted to the master and his work.

Post-Production Editor at MTV/Viacom

December 2010 - January 2012

- Post-Production Logger for MTV's Teen Mom 2 at Gold Crest Post in Manhattan.
- Work at a diligent pace in adherence to strict deadlines corresponding to television air dates, as well as oversee the organization of a large amount of data in the form of transcription logs.
- Ability to communicate issues clearly and effectively with storyline supervisors and producers, as well as assisting in problem solving when timeline conflicts arise, an integral, frequent part of day-to-day responsibilities.

ESL Teacher at Japan Exchange and Teaching Programme

July 2016 - July 2021

- Employed by the Ureshino Board of Education through the IET Program.
- Teach English as a second language at ten different schools in the greater area of Ureshino, Japan.
- Teach under all types of conditions, from main-artery schools of 200+ students to small schools in which the total student body numbers 12.
- Assist in preparing lesson plans for Secondary/Middle school (grades 1-3) and act as the main teacher/preparer of lessons at Primary/Elementary school (grades 1-4).
- Also act as the main teacher for English Special Education classes (Secondary grades 1-3).

Search Engine Optimization at Lionbridge

June 2013 - June 2014

- Search engine evaluator for an international localization and translation company.
- Primary job responsibilities consist of reviewing search results in conjunction with specific search queries to assist in improving the accuracy of Google's search engine algorithms.
- This position requires the ability to work within a strict set of parameters while also being able to strictly self-supervise, in addition to maintaining mental acuity and attention to detail over long periods of completing diverse task sets.

Education Department Specialist at Northwest Film Center

May 2022 - Present

- Assist in classroom education and managerial operations at the Northwest Film Center in Portland
- Aid in the resolution of hardware and software issues experienced by renters and students, as well as facilitating classroom setup and fielding an array of customer/student inquiries.
- Spend ample time outside of class helping students in the production of school projects.

Education

General Assembly

July 2022 - October 2022

Three-month, 500-hour full-time, full-stack intensive software engineering program done remotely. Provides in-depth experience with front and back-end programming languages, tools, and frameworks including Javascript, HTML, CSS, NodeJS, ReactJS, ExpressJS, MongoDB, SCSS, Bootstrap, Bulma, RESTful APIs, SQL, NoSQL, Flexbox, Grid, Mongoose, Git, Github, Heroku, Postgres, Postman, jQuery, command line interface, and more.

University of North Carolina School of the Arts

2005-2009

Bachelor's in film editing from UNC system public arts conservatory with highly competitive acceptance rates. Intensive production-oriented program that sees students craft a variety of projects across four years, including a capstone, guided by industry veterans in film technique and theory. Completed a feature length film that was screened locally.

EDX Harvard CS50

Iuly 2022 - October 2022

Introduction to the intellectual enterprises of computer science and the art of programming. This course teaches students how to think algorithmically and solve problems efficiently. Topics include abstraction, algorithms, data structures, encapsulation, resource management, security, software engineering, and web programming. Languages include C, Python, and SQL plus HTML, CSS, and JavaScript.

Awards

Short film Homeowners accepted into the 2022 LA Screamfest