

Leah Davis

Software Engineer

Los Angeles | LeahDavis25624@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

PROFESSIONAL SUMMARY

I am a software engineer with a comedy writer and yoga instructor background. Like screenwriting, programming is a technical art that couples unconventional thinking with detailed planning to create something new. And, like yoga, programming requires great focus and attention to detail - practice and all is coming.

SKILLS

React | React Hooks | JavaScript | HTML | CSS | NodeJs | Express | MongoDB | Github | Git

PROJECTS

GITHUB FINDER is a React application utilizing React Hooks and Context API. Users can search Github for profiles, display results, and visit user profiles.

Technologies used: React, React Hooks, Context API, JavaScript, HTML, CSS, Github, Git

THE COLLECTOR'S GUILD is a one-day collaboration with a UX/UI team. Our team designed and built to specification the landing page for a full-stack web-application. We utilized a database to track the acquisition of new users and their interests.

Technologies used: JavaScript, Node.js, HTML, CSS, Github, Git, Express, MongoDB, Mongoose, Heroku, EJS, dotenv

YOVO is a three-day hackathon collaboration with a UX/UI team to encourage voting. YoVo utilizes an external API to deliver polling location information to its target market of Gen-Z users.

Technologies used: JavaScript, HTML, CSS, Github, Git, External API

WAYFAYER is a full-CRUD, full-stack travel-blog where users can login to create a profile to share their discoveries from new cities around the world with friends and fellow travelers.

Technologies used: Python, JavaScript, HTML, CSS, Github, Git, Django, PostgreSQL, Heroku

IT'S GONNA BE GREAT! a hilarious and heart-warming teen-romantic comedy screenplay and Nicholls Fellowship semifinalist (top 5% out of nearly 8,000 entries).

EDUCATION

General Assembly Bootcamp Software Engineering Immersive, 2020

The Ohio State University Honors Bachelor of Arts, Magna Cum Laude, 3.9 GPA
Marketing, Business, Portuguese