

# Dragana Stanivukovic

## FULL STACK WEB DEVELOPER

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<https://github.com/dragana5>

### SUMMARY

*I have always been creative, loved art and anything to do with it. After spending 15 years teaching Art and inspiring young minds to create it, I decided to take a plunge and challenge myself with something that was always my desire to do - learn to code.*

*The GA WDI course proved to be challenging but above all inspiring and exciting. I immensely enjoyed the challenge of solving problems. I am amazed how the three months on the course passed so quickly and during which I was able to learn so much which enables me to create something that can potentially be used by so many people. I would love to be able to continue learning and improving my skills to feed my own desire to create beautiful and functional websites that help others.*

### EXPERIENCE

**General Assembly**, London, June 2017- Sept 2017

#### WDI course

During the course we implemented the agile methodology to our learning process by having a stand up each morning before lessons. During these stand ups, we had an opportunity to reflect on the issues we were facing when doing our independent work the previous night and possible solutions to those. We regularly had labs when we were pair programming and where we would work on solving problems in pairs which was an excellent opportunity to learn from each other and look at the problem from a different perspective.

#### Project 1 - Build a JavaScript game (1 week)

##### Memory Blues

Heroku: <https://salty-tundra-21810.herokuapp.com/>

GitHub: [https://github.com/dragana5/WDI\\_PROJECT\\_1](https://github.com/dragana5/WDI_PROJECT_1)

HTML, CSS3, JavaScript, jQuery, Git

I used HTML, CSS3, JavaScript and jQuery to create a game that consists of generating a random selection of an image and gives a player a chance to select an answer to a question about the image displayed.

#### Project 2 - Build a Web App (1 week)

##### Art World

Heroku: <https://project-2-app.herokuapp.com/>

GitHub: [https://github.com/dragana5/WDI\\_PROJECT\\_2](https://github.com/dragana5/WDI_PROJECT_2)

HTML/CSS, jQuery, Node.js, Express.js, MongoDB, JWT, RESTful API, Git  
Full CRUD functionality is integrated for users, and an internal gallery API

### SKILLS

#### CONFIDENT:

HTML5, CSS3, SCSS, ES6, AngularJS, MongoDB, Express.js, ES6, AngularJS, MongoDB, Express.js, Node.js

#### COMFORTABLE:

Bootstrap, Flexbox grid, JSON, jQuery, AJAX, Ruby, Ruby on Rails, PostgreSQL, RESTful web services, CRUD methods, MVC framework, MySQL

#### TOOLS AND PRACTICES:

npm, Bower, Gulp, Agile methodologies, pair programming, TDD, responsive web design, Trello, Markdown, Insomnia, Git, Github, Heroku

### LANGUAGES

English, Serbo-Croat, French

was created in the backend . jQuery was used to create all the functionalities as well as MongoDB.

Styling was done using Bootstrap framework.

### **Project 3 - Build the MEAN Stack App (1 week)**

#### **Group project OulipoGram**

HTML/CSS, AngularJS, Node.js, Express.js, MongoDB, JWT, Git, Gulp, Bower, npm

Heroku: <https://aqueous-headland-84010.herokuapp.com/>

GitHub: [https://github.com/Quiddale/WDI\\_GROUP\\_PROJECT](https://github.com/Quiddale/WDI_GROUP_PROJECT)

This app made use of embedded and referenced models, CSS keyframe animations and Bootstrap for general styling. My role in this project was mainly doing authentication, API testing, added contributors' names functionality to the contributed stories and some styling.

### **Project 4 - Build Angular and Ruby on Rails App (1 week)**

#### **SwimPal**

HTML/SCSS, AngularJS, Ruby, Ruby on Rails, JWT, Git, Gulp, Bower, npm

Heroku: <https://swimpalapp.herokuapp.com/>

GitHub: [https://github.com/dragana5/WDI\\_PROJECT4\\_API](https://github.com/dragana5/WDI_PROJECT4_API)

[https://github.com/dragana5/WDI\\_PROJECT4\\_CLIENT](https://github.com/dragana5/WDI_PROJECT4_CLIENT)

Utilising a Ruby On Rails built API and frontend Angular with dynamically changing data, SwimPal is an application to allow users to create swimming event at different times and venues that other users can join in.

### **Head of Art and Design Jan 2005 - May 2017**

Pavilion School, London, UK

I was responsible for smooth running of Art and Design Department, managing and supported staff in the department and working with major art galleries in London such as Tate and Photographers' gallery.

### **EDUCATION**

2017 - WDI General Assembly

2012 - MA in Education, Emotional Literacy for Children, IATE (Institute for Arts in Therapy and Education, Metropolitan University, London, UK)

1997- BA in Fine Art/ Painting, University of Belgrade, University of Arts, Belgrade, Serbia

### **Activities/Hobbies**

Apart from art being a major part of my life I enjoy sports, swimming in particular. I try to do at least 10km of swimming every week spread over three evenings. Furthermore, independent cinema and reading around the subjects of psychology and sciences interests me. I am interested in exploring on how human creativity augments and develops due to technological advances throughout time and the places it may lead society.