SOFTWARE ENGINEER / DEVELOPER

DEMITRY EDWARDS

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Software Engineer / Developer with expertise in JavaScript, React and Python, and a growing proficiency in TypeScript, SQL and NoSQL database architecture. Cross-functional team collaborator across industries such as entertainment, technology, and customer service. Leadership in technical and non-technical roles including new hire training, team organization, scheduling, and code reviews. Skilled at identifying novel solutions to complex challenges.

SKILLS

JavaScript Python React TypeScript Redux Toolkit React Query Flask SQLAlchemy SQLite Postman Vercel
Supabase Sanity OOP ORM Git Github Trello UX/ UI CSS TailwindCSS Ant Design NPM Vite HTML5

EXPERIENCE

Petite Leaf - Software Engineer   January 2024 - April 2024 | Live

Personal Project | Botanical e-commerce application for plant lovers to shop their favorite plants and learn plant care.

• Streamlined frontend API requests via React Query integrated custom hooks accessible throughout React application.
• Developed a scalable sort and filtering solution, optimizing product filter performance for a seamless user experience.
• Leveraged Supabase Postgres database and API for data storage and secure user authentication and authorization.
• Crafted aesthetic and responsive user interface, translating brand vision with TailwindCSS, Daisy UI and Ant Design.

Mind Matters - Frontend Software Engineer   October 2023 | Github

Hackathon | Mindfulness and self-care tracking application for the Women Who Code Hackathon For Social Good, 2023.

• Spearheaded single-page application architecture and client-side-routing with React and React Router Provider v6.4.
• Led remote, cross-functional team as team leader, including scheduling, rectifying merge conflicts, and code reviews.
• Resolved errors through pair-programming and employed Chrome dev tools for debugging and code optimization.

Camp Retro - Software Engineer   June - July 2023 | GitHub

Flatiron Bootcamp Capstone Project | Game application where users play virtual camp games, and collect retro prizes.

• Constructed RESTful Application Programming Interface (API) with Flask and Flask-Restful, facilitating data transfers.
• Built db schema to blueprint relational database, planning one-to-many, many-to-many, and foreign key relationships.
• Utilized object-oriented programming and object-relational mapping to craft and connect 9 models to SQLite database.

Smash or Trash - Software Engineer   April - May 2023 | GitHub

Flatiron Bootcamp Project | Users rate the top-5 highest grossing films, deciding whether the film is a SMASH or TRASH.

• Collaborated with a diverse team to create an interactive user interface using vanilla JavaScript and DOM manipulation.
• Spearheaded website design with CSS including CSS Grid and Flexbox to organize elements and optimize page layout.
• Persisted dynamic data, leveraging JSON server and local JSON database to store user likes, dislikes and movie favorites.

EDUCATION

Full Stack Software Engineering Certification — Flatiron School   April 2023 - July 2023 | Remote

Bachelors of Arts, Psychology — University of Virginia   August 2007 - May 2011 | Charlottesville, Virginia