



## Elena Garrone

Junior Developer

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## ABOUT

After spending the past 3 years working as a restaurant supervisor I decided that I needed a big change in my life. I've always been very intrested and passionate about new technologies so I decided to enroll at Makers Academy, on their 12 week intensive web development bootcamp. Even though the course has been very challenging and sometimes frustrating, spending 10-11 hours per day coding, I had a lot of fun. I'm now looking for a developer role which allows me to widen my coding skills possibly in an Agile enviroment.

## </> WEB DEVELOPMENT

MAKERS ACADEMY 12-Week Full-Time Web Development Boot Camp: Sept-Dec 2014

Learned cutting edge coding techniques and best practices from world class developers, project-based test-driven work and pair programming.

Technologies learnt:

STRONG AT	COMFORTABLE WITH	TOUCHED
Ruby, Javascript, JQuery, CSS, HTML, Sinatra, Ruby on Rails, Ajax, Bootstrap, RSpec, Capybara, Jasmine, Protractor, APIs, Object Oriented Programming, PostgreSQL, Git, Heroku, Datamapper, Adobe Photoshop.	Node.js, Meteor, Websockets, CoffeeScript, Cucumber, Mocha, Karma, Velocity, MongoDB.	AngularJS, C#, Java, Sass, HammerJS.

Some of the projects I worked on:

FLICKY NOTES: a meeting app which allows you to write your own notes on a mobile device and then, with a simple swipe movement, send it to the board on your desktop. The mobile is also then used to pick up and move notes on the board using device orientation.

It was built during the last 2 weeks of Makers Academy by me and other five people. One of the biggest challenges we've faced was learning a new framework, Meteor, which works with a non-SQL database called MongoDB. It was a really nice experience to be able to share all of our ideas and create such a powerful application in just 2 weeks. We've spent a lot of time figuring out how the velocity testing framework worked. Funnily enough, the version 1.0 we used had to be rolled back while we were working on it.

ONLINE MARKETPLACE: a Ruby application fully tested with RSpec which simulate an online checkout system that also takes care of the available promotions.

This is one of the first projects built after completing Makers Academy and I found it quite challenging to come up with a good idea on how to implement the promotions within the checkout. I took some time before starting to write code and thought about the classes, their responsibility and the interaction with each others. Meanwhile I started reading "Practical Object-Oriented Design in Ruby" by Sandi Metz which gave me a good idea on how to build this application.

Joined: Sep, 2014

Left: Dec, 2014

🕒 3 months

Please visit my GitHub if you want to have a look at my projects



## WORK EXPERIENCE

RESTAURANT SUPERVISOR, Maison Blanc LTD

Acted as a team leader, and managed the schedules and training of team members to ensure adequate staff support. Prepared daily and weekly cash reports for use by management to prepare monthly revenue and profit statements. Responded to client concerns and complaints with diplomacy and tact. Facilitated a warm and welcoming environment to ensure that all clients had an enjoyable and pleasant experience. Managed inventory and dealt with internal and external suppliers.

ARCHITECTURE APPRENTICESHIP, Parks and Recreation (Comune di Genova, Italy)

Attended on-site inspection and completed metric surveys and reports on current state of affairs (state of conservation, materials, technical execution, etc.). Engaged in thematic mapping of architectural artefacts and artistic heritage buildings, assisted with conservation and restoration projects.

Joined: Nov, 2011

Left: Aug, 2014

🕒 2 years 9 months

Joined: Oct, 2011

Left: Nov, 2011

🕒 1 months



## EDUCATION

Bachelor's Degree In Architectural Conservation and Restoration, Univerity of Genoa (Italy)

Main subjects: Mathematical analysis, Engineering physics, History of Architecture, Restoration and Conservation, Chemistry.

Completion: Oct, 2011

🕒 3 years