

# Emily Barwinczak

## Software Engineer

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[Portfolio](#) | [Github](#) | [LinkedIn](#)

## PROFESSIONAL EXPERIENCE

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### Arcade — Remote

#### Software Engineer

2022 - 2022

- Independently contracted to help build a blockchain gaming Game-Fi, Crypto-based infrastructure

### Society of Wine Educators — Washington DC

#### Education & Certification Programs Manager

2017 - 2021

- Created and managed 200+ client and transactional datasets to track information and enrollments
- Routinely transferred data to company's salesforce environment, utilized account management software
- Generated and presented data driven insights on client examinations to senior leadership
- Managed internal and external (client advising) processes of SWE's education division

#### Programs Coordinator

2016 - 2017

- Created and managed relationships with over 10 university instructors for client certification
- Conducted industry research on external offerings of comparable certification programs

### Partnership for Public Service — Washington DC

#### Education & Outreach Fellow

2016

- Researched, analyzed, and synthesized informational data for 20+ DOI workshops
- POC for Federal Advisor Certificate program and Federal Student Ambassadors, serving as liaison

## SOFTWARE ENGINEERING PROJECTS

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### Gaycation

<https://client-gaycation.herokuapp.com/>

- This app allows users to rate and review locations so that people can refer to the site and see what kind of experience others have had there. Tech Stack: MongoDB, Express, React, Node

### Crypto/Bytes

<http://cryptobyte.herokuapp.com/>

- Cryptocurrency based website that displays cryptocurrencies and attributes of each coin utilizing the Coincap API
- With an account you can save specific cryptos to a list and also add a footnote under each saved crypto. Tech Stack: MongoDB, Mongoose, Node, React, Express, Bootstrap

### Allergy Child

<https://emilybarwinczak.github.io/allergy-child/>

- Game application built for Software Engineering Bootcamp. Used basic HTML, CSS, and JavaScript project.

## EDUCATION

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### General Assembly, Software Engineering Immersive

2021

- Three-month, 500-hour full-time program conducted in a remote setting, providing experience with the latest front- and back-end programming languages, tools, and methodologies
- Professional Development, Leadership Management, Software Engineering Focus

### George Mason University

2016

- Bachelor of Arts, Global Affairs; International Development concentration

## TECHNICAL SKILLS

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|--------------------|-------------------|---------------------------|
| • Angular.js       | • jQuery          | • React.js                |
| • Bootstrap        | • JSON            | • RESTful APIs            |
| • CSS              | • MongoDB (NoSQL) | • SASS                    |
| • Express.js       | • MVC Frameworks  | • Version Control (Git)   |
| • GitHub           | • Node.js         | • Wordpress               |
| • HTML             | • PostgreSQL      | • Relational database     |
| • JavaScript / ES6 | • Python          | • Non-relational database |