FAITH FOLLANSBEE

Software Engineer • Boston, MA • linkedin.com/in/faith-follansbee 978 548 8792 • faithfollansbee@gmail.com • faithfollansbee.github.io

EXPERIENCE

General Assembly Software Engineering Immersive Fellow • 2019

- Built four full-stack applications in an intensive software development program spanning 500+ hours over 12 weeks
- Developed skills working in groups utilizing Agile and Scrum workflows

PROJECTS

Movie Collector:

Developed a website that allows authenticated users to search a database of movies and tv shows to access information and create collections of media Built on MongoDB, Express, React, Node.js, Javascript, HTML, and Bootstrap

Recipe Tracker: Virtual Recipe Book

Developed a web application to allow authenticated users to create recipe cards and the ability to filter through their cards by tags.

Built using Ruby on Rails, PostgreSQL, Javascript, Ruby, HTML, Bootstrap

BucketList: Goal Setting App

Collaborated within a group of three developers to design and build an app to allow authenticated users to list, filter, and check off goals as they complete them

Built on MongoDB, Express, Javascript, Node.js, HTML, and Bootstrap

Tic Tac Toe • Frontend

Developed frontend for a Tic Tac Toe game API Built using Javascript, HTML, CSS, and Bootstrap

LAB EXPERIENCE

Reasoning, Decision Making, and Cognition Laboratory

University of Massachusetts Amherst 2018-2019

- Assisted in research design and testing
- Scheduled experiments and collected data from human subjects
- Presented relevant research papers to team

SKILLS

Proficient in:

Javascript

Java

Express

Node

Ruby

Rails

MongoDB

SQL, PSQL

React

jQuery

HTML5

CSS

SASS

Agile/Scrum

EDUCATION

2016 - 2019 • University of Massachusetts Amherst BA in Psychology, minor in English Literature

2015-2016 • Mount Holyoke College, South Hadley MA

ABOUT ME

When I'm not working on coding projects, I spend my time watercolor painting, reading Russian literature, and hiking. Fluent in Spanish. Black belt in Tae Kwon Do.