

Guy-Frederic Wulff

Software Engineer

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US Citizen

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github.com/guyfredw

guyfredw.github.io

Software Developer focused on the development of purposeful applications, with a fluid user experience and meaningful functionalities. I am capable of working in different aspects of a business due to a diversified background in Software Development, Information systems and Project Management.

Education

The University of Tampa

May 2020

- BS, Management Information Systems (GPA 3.7)
- Cum Laude, Dean's List
- *Relevant Courses: Management Information Systems, System Analysis and Design, Business Integration- Enterprise Systems, Data and Information Management, Business Intelligence and Analytics, Financial Management, Managerial/Financial Accounting*

Skills

- | | | |
|--------------|-------------|-----------|
| • JavaScript | • Express | • Node.js |
| • HTML | • MongoDB | • SPSS |
| • CSS | • Mongoose | • Python |
| • jQuery | • Bootstrap | • Tableau |
| • React | • Git | • Django |

Projects

Bark

- Full-stack social media application created with React, HTML, CSS, React, Python and Django
- Users can post and do all the CRUD actions while also being able to comment on other users posts

Scrumi

- Worked with three other developers to create a full-stack web application built with React, CSS, HTML, React-Bootstrap, Express.js, Mongoose, and MongoDB
- Users are able to create tasks, cross off items and assign them to sprints
- This app is based on Scrum, and was built using the Scrum method

Quizo

- Full stack web-application built with JavaScript, jQuery, Express, Mongoose, MongoDB, and Bootstrap
- Simple SPA allowing users to create quizzes, search through the quizzes and take quizzes

Tic-tac-toe

- Web-application which allows users to play a tic-tac-toe game built using jQuery, HTML, CSS, and Bootstrap
- Integrated third-party API which stores information about the users and the games

Professional Experience

General Assembly,

September 2020-January 2021

- Software Engineering Immersive
- 480+ hour immersive software engineering course on full-stack software development, using a wide variety of different technologies
- Developing projects using agile methodologies such as Scrum
- Technologies learned: JavaScript, Python, HTML, CSS, React, Express, Mongoose, MongoDB, Django, Node.js

Loto Lakay S.A.

Port-au-Prince, Haiti

Summer Intern – Shadow Experience

June 2018-August 2018

- Worked in the development of a project, more specifically determining project requirements and specifications to be reviewed by management. Learned about the challenges and opportunities of working with a start-up