Hannah Jadavji

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Summary

A passionate developer with a strong desire to learn and improve skills with a commitment to producing the most efficient, high quality solutions to problems. During my time on the General Assembly Web Immersive course I became proficient in applying languages. Since completing my education I have been working with tech company Assignar Ltd in Sydney.

Education

General Assembly | Web Development Immersive	2017 - 2018
London Metropolitan University, BA Hons Architecture, RIBA Part I	2013 - 2016
Westminster University, Multi Media Computing, *One year course*	2012 - 2013

Skills:

JavaScript	NodeJS	SQL	Webpack
React	Sourcetree	GraphGL	Git
Typescript	AWS	Jest	GitHub
AngularJS	MongoDB	Enzyme	Material-UI

Experience Using:

Heroku	Bootstrap	jQuery
Gulp	Bulma	C#
Insomnia	Mocha	PHP
ExpressJS	Chai	SASS

Career History

Assignar Ltd | Syndey, Australia
Junior Software Engineer

May 2018 - Current *(Now freelancing from London)*

www.assignar.com

During my time at Assignar I have been working extensively with the team to build out and stabilise the platform and product, working with a combination of technologies which include ReactJS, Typescript, NodeJS and AWS. I have also worked closely with UX designers and management to plan and design changes to the platform so that it is prepared for the company's future enhancements and expansions.

Build|Tech: Typescript, React.js, AngularJS, NodeJS, Material-UI, Assignar API, webpack, AWS, Jest and Enzyme

General Assembly | Aldgate, London
Full Stack Web Development Course

October 2017 - December 2017

https://hannahjavs.github.io

A three month full-time intensive software development course. As a GA Web Development graduate I have learnt to be adept in working within an agile environment, can pair programme and have developed the skills of Test Driven Development. Since finishing the course I have been working with Python, PHP and React Native.

Projects Built At General Assembly:
<div align="right">October 2017 - December 2017</div>

Javify App

https://javify.heroku.com/

An application for users to create running or walking routes and set playlists or podcasts from their Spotify accounts along with a photograph built using an AWS key. A route can be plotted on the map which will be set to the users current geolocation using the Google API docs. The route is editable with draggable and deletable markers.

Build|Tech: React.js, Spotify API, Google Maps API, MongoDB with Mongoose models, SCSS, HTML5, Chai, Mocha

Mapp App

https://mapp-ga.herokuapp.com/

A social planning app. An application to allow people to create social events and to allow creators of events to email out the invitations. This is a MEAN stack application, built in a group of three, with an Angular 1 front end, and making extensive use of the Google Maps, Places and Directions APIs. Github branches and merging was used throughout.

Build|Tech: Express.js with EJS views, HTML5, SCSS, JavaScript, ES6, JQuery, Gulp, Node.js, Yarn, Git & Git Hub

Avocado Recipe Board App

https://avocado-recipe-board.herokuapp.com/

Once registered to the app the user is redirected to the login page where you can post avocado recipes. When posting a recipe it is 'required' that you submit the relevant fields requested such as a recipe title. Users can comment and favourite recipes. You can filter through the recipes with the search bar which uses a Regexp Query.

Build|Tech: Express.js with EJS views, HTML5, SCSS, JavaScript, ES6, JQuery, Gulp, Node.js, Yarn, Git & Git Hub

The Smurf Race

https://the-smurf-race.herokuapp.com/

The Smurf Race is a game built using jQuery and JavaScript. The main mechanic of the game requires players to press alternating keys to reach the finish line. Players must use certain keystrokes to avoid obstacles in order to win. Collision functions were called in order to stop a player from moving.

Build|Tech: HTML5, SCSS, JQuery, Git & Git Hub

Alstom Transport | Victoria, London
<div align="right">January 2016 - September 2017</div>

Technical 3D Designer

Worked as a contractor for London Underground and Network Rail as a designer helping and training graduate engineers with the production of technical drawings. I also produced 3D visualisation drawings of the designers and rendered with CAD and Photoshop programmes for the tendering teams.

Projects: London Underground Jubilee Power Upgrade, Bristol (BASRA), Crossrail