

# Hannah Jadavji

<https://hannahjavs.github.io>

I am a full stack web developer with a background in architecture and engineering for London Underground and Network Rail working on the Crossrail Project. Changing direction slightly, I gained some work experience at two tech companies, Yecco and Kompas. Both companies use artificial intelligence to create applications to help people with their day to day lives. In both companies I was drawn to the developers and what they were working on. This excitement for their work led me to enrolling on the Web Development Immersive at General Assembly. Having come from a design background it has really assisted me when working with UX/UI designers and front-end development and am looking for a role that will value these skills I had gained from my architecture degree and work experience.

Please [click](#) [underlined](#) [clickable](#) [links](#) [to](#) [applications](#) [that](#) [I](#) [have](#) [built](#)

## SKILLS

### PROFICIENT:

HTML5,  
SCSS/CSS3,  
SASS,  
Bootstrap,  
Bulma,  
Flexbox,  
JavaScript,  
jQuery,  
AngularJS,  
Ruby on Rails,  
Express.js,  
React.js,  
Node.js,  
Git/Git Branching

### EXPERIENCE:

MongoDB,  
PostgreSQL,  
Bootstrap,  
Bulma,  
Mocha,  
Chai,  
Insomnia,  
Gulp,  
Heroku

### LEARNING:

C#,  
Refactoring,  
Unity,  
Python

## DEVELOPMENT EXPERIENCE

### General Assembly, Full Stack Development Course

October - November 2017

A three month full-time intensive coding 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.

#### Project 4: Javify

<https://javify.herokuapp.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:** Express.js, React.js, Spotify API, Google Maps API, MongoDB with Mongoose models, SCSS, HTML5, Chai, Mocha

#### Project 3: Mapp

<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

#### Project 2: The Avocado Recipe Board

<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

## EDUCATION

**General Assembly,**  
Web Development  
Immersive

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**BA Hons**  
Architecture, RIBA  
Part 1  
London

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**Multi Media**  
**Computer Science**  
London  
Westminster  
University  
*One year course*

## OTHER SKILLS

Proficient in:  
Microstation CAD,  
AutoCAD,  
Revit,  
Sketch Up  
Adobe Indesign,  
Illustrator,  
Photoshop

## OTHER EXPERIENCE

Shuffle Festival  
2016  
Designer  
  
BBC SWITCH 2012  
Film Set  
Photographer  
  
Say Fromage 2011  
Web Designer  
and photographic

## Project 1: The Smurf Race Game

<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



## PREVIOUS EMPLOYMENT

### Yecco Ltd | Developer | Two Weeks Experience

July 2017 - August 2017

Prior to starting the GA course I gained some work experience with a healthcare startup. I thought it was important to learn a bit more about the working environment of a web developer before embarking on the General Assembly immersive programme.

**Tasks:** Mob and pair coding JavaScript, testing the app for bugs and reporting to the developers, giving opinions as a user to the UX/UI team and changing some of the design.

### Alstom Transport | Technical CAD Designer

January 2016 - September 2017

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

### Foster + Partners | Part 1 Architectural Assistant Internship

October 2016 - December 2016

Worked as an architectural and interior designer as intern for three months and was fortunate to see my designs built this year in Liverpool Street.

**Projects:** Battersea Power Station Phase 3, Battersea, Brookfield Place, Dubai, Principal Place, Shoreditch

## INTERESTS

When I am not buried in code you will find me either listening to Syntax podcasts, running 10K with the Nike Run App or at the Microsoft Public Speaking Group. I am a fan of technologies being built to make people's lives easier and better. For example smart home technologies, cyber security systems and travel applications.

## MEET-UPS/GROUPS

Microsoft Speaking | Founders & Coders Code Wars | React.js Meetup | Node.js Girls