

Harrison Simon | Software Engineer

About Me

I'm an innovative, thoughtful developer who ensures there is a human touch in all the code I write. My background as an educator, technologist, and artist informs how I solve problems with a creative and effective approach. Working on products that empower people to do more is my passion.

Skills

JavaScript, React.js, JQuery, Python 3.7, HTML5, CSS3, SASS, Bootstrap, Styled-Components, Fly.io, PostgreSQL, Postman, Canvas, Express, Node.js, MongoDB, Mongoose, Git, GitHub, Microsoft Office, Final Cut Pro, Trello

Software Development Projects

Bam Pow - Full Stack App for Comic Book Inventory and Recommendation for Small Shops

- Utilized Django, PostgreSQL, React.js and Axios to build a full stack application, with full create, read, update, delete (CRUD) operations hitting all RESTful API calls.
- Collaborated in a 4 person team, utilizing Github team workflow and Trello Kanban planning.
- Focused on Front-End development to enact backend calls, utilizing Semantic UI enabling responsive design for both mobile and desktop views.
- Used React.js and Axios for front end calls to backend routes for users to create, read, update, and delete content utilizing Django's Many to Many relationship.

Quizard - Full Stack Quiz App

- Utilized MERN stack (MongoDB, Express, React.js, Node.js) to build a full stack application, with full CRUD functionality.
- Worked in a 4 person team, utilizing Github team workflow and Trello Kanban planning.
- Implemented backend routes tested in Postman.
- Used React.js and Axios for front end calls to backend routes for users to create, read, update, and delete content.
- Utilized pair programming to solve implementation challenges.
- Utilized Git control with frequent commits during production.

MovieLogger - Movie Review + Discussion Site

- Created RESTful API fetch calls to an Express, MongoDB, Node.js backend handling all CRUD operations, and tested all backend routes during development using Postman.
- Implemented third party API for fetching movie data to fill out MongoDB collections.
- Used Mongoose to define schemas for MongoDB collections.
- Wireframed and designed interface implemented with Bootstrap and Liquid Views.
- Utilized Git control with frequent commits during production.

Game (Sewer Rat) - HTML Canvas + JS Online Game

- Leveraged embedded Javascript, Vanilla Javascript, CSS3, HTML5, with partials to organize and display the visual aspects.
 - Wireframed and designed pixel-art character sprites and grid based level design.
 - Utilized Git control during the production of the application with frequent commits until deployment.
 - Implemented Javascript methods to manipulate the DOM.
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Professional Experience

Charles River School - Educational Technologist

November 2014 - August 2022

- Designed and implemented PreK-8 tech curricula: Programming, 3D printing, laser cutting, robotics, visual media, and digital citizenship.
- Developed and implemented design thinking strategies across multiple age ranges for long term projects.
- Researched and procured technology ranging from software and devices for PreK-8 students as well as administrative and financial staff.
- Managed and automated school fleets of multiple device types: Chromebooks, iPads, Macs, Windows machines, and classroom technology.

Apple - Support Specialist

January 2012 - November 2014

- Provided superior and expedient support to customers, achieving high ranking NPS scores as a full-time team member.
 - Communicated solutions and features to a diverse client base including business representatives, international clients, and students.
 - Achieved top selling ranks with high customer satisfaction (NPS) among all stores in the market.
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EDUCATION

General Assembly | Remote
University of Rochester | Rochester, NY

Software Engineering Immersive | December 2022
BA - Psychology, Studio Art Minor | May 2011