

# Hailey Robinson

## Software Developer

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### EDUCATION

**University of Georgia**  
**B.S. Computer Science**  
GPA 3.52

August 2018 - December 2022  
Athens, GA

### SKILLS

- **Operating Systems:**  
Windows, macOS, Android
- **Languages:**  
Java, JavaScript, Python, Lua, SQL, PHP, C/C++
- **Databases:**  
MySQL, MongoDB
- **Libraries:**  
React, jQuery, ChakraUI, Material UI
- **Frameworks:**  
Bootstrap, Node.js, Express.js, Flask
- **Other Tools:**  
GitLab, Apache Maven, Figma, Firebase, Jira

### WORK EXPERIENCE

**Murzan Inc** — Software Developer  
January 2023 - PRESENT  
Norcross, GA

- Regularly addressed latent bugs within the legacy codebase to improve the site's reliability and increase user satisfaction
- Modernized the internal software system by significantly reducing processing times, and developing highly requested features
- Conceptualized, designed, and delivered a SaaS web application, leveraging the MERN stack, to provide smaller businesses a way to generate and store highly customizable PDFs

**UGA Social Work Department** — Software Developer  
June 2021 - October 2022  
Athens, GA

- Revitalized an incomplete project by detecting and resolving underlying errors which resulted in the successful delivery of a quiz-based training application to the UGA Police Department
- Collaborated closely with the client to demonstrate the application's functionality, address questions, and field requests for adjustments and additional features
- Implemented feedback to finalize the project and worked alongside client's IT department to facilitate the seamless deployment of the final product

**IDTech** — Programming Instructor  
May 2021 - January 2023  
Campbell, CA (Remote)

- Effectively communicated coding fundamentals, principles of game design, and general problem-solving strategies to students with varying levels of experience
- Acquired proficiency in Python, Javascript, and Lua in order to provide comprehensive guidance and support for newer class curriculums
- Fostered creativity by encouraging students to design and implement complex features outside of the guiding curriculum

### PROJECTS

#### To-do List Web Application

- Implemented the MERN stack to enhance my proficiency in these technologies and produce a simple but practical application
- Engineered a user authentication flow using JSON web tokens to ensure a secure login procedure
- Worked with the Material UI component library to construct a clean and

intuitive user experience

### **Apartment Web Scraper**

- Automated the time-consuming process of searching for an apartment to quickly present options that fit my personal criteria
- Acquired a workable knowledge of both Flask and Selenium through self-study in order to incorporate these technologies into my project
- Constructed a simple user interface with HTML/CSS to display the search criteria and respective results

### **Cinema E-Booking System**

- Collaborated with team members to engineer and implement a functional movie ticket booking app, employing a full stack approach
- Designed a visually captivating user interface using a combination of Bootstrap, HTML, and CSS, allowing for a more engaging user experience
- Employed Python, JavaScript, and SQL to create a dynamic and responsive platform including real-time updates of movie listings and seat availability afforded by the seamless persistence and retrieval of user booking data

### **Prototype for ELearning Commons**

- Coordinated with team members in developing a research-driven initiative to resolve known pain points in the university's messaging platform
- Drew inspiration from successful communication systems to develop improvements to the site's notification systems as well as a new highly customizable user interface
- Translated the hand-drawn wireframes into an interactive prototype using Figma, showcasing a tangible preview of the proposed enhancements

## **EXTRACURRICULARS**

- Girls.code(), Girls Who Code  
**August 2019 - December 2022**
- Association for Computing Machinery  
**August 2019 - December 2022**
- Volunteer for Athens Circle of Friends Animal Society  
**October 2020 - March 2022**
- Game Development Club  
**January 2020 - May 2020**
- Member of UGA Flagline  
**April 2018 - April 2019**