

James K. Ivy

Software Developer

Austin, TX (Willing to relocate) | (662) 832-1243

jameskivy.github.io/portfolio | github.com/jameskivy | linkedin.com/in/james-k-ivy | jameskivy@gmail.com

I am a creative software developer focused on being a better problem solver than I was yesterday. Prior to transitioning to software development, I worked as a paralegal where I performed research for attorneys, trained new hires on the Firm's legal processes and how to use the Firm's legal software, led a team of 5+ individuals to meet tight and strict deadlines for various county courts, and assisted colleagues with the backlog of the Firm's caseload and reports. I am hoping to use my current technical skills and legal experience to make an impact in the technology field.

Software Development Skills

- HTML5, CSS3, CSS Flexbox, Bootstrap, JavaScript, Python, RESTful APIs, ReactJS, Redux, Node.js, Express.js, Sequelize, SQL, PostgreSQL, Git, VSCode Debugger, Chrome Developer Tools

Education

DigitalCrafts, Austin, TX | **Certificate in Full Stack Web Development**

September 2021 – January 2022

- Software engineering training course covering full-stack web development including, but not limited to: JavaScript, Python, including an emphasis on cutting-edge frameworks like ReactJS/Redux and server-side technologies including Node.js, Express, and PostgreSQL

The University of Mississippi, University, MS | **B.A.S. in Legal Studies**

August 2012 – December 2016

Software Development Projects

Video Game Search (VGS)

October 2021

<https://videogamesearch.netlify.app> | <https://github.com/jameskivy/VideoGameSearch>

- *Description:* Member of a 3-person development team that built a front end video game search application that allow individuals to search and view content, description, ratings and reviews of a particular game of their choice
- *Roles and responsibilities:* Primary responsibilities included wire-framing of website layout, design and styling of each page, and research of the RESTful API being used
- *Built using:* **HTML5, CSS3, and JavaScript** (given one week to build)

Doorz

November 2021

<http://ec2-3-144-44-170.us-east-2.compute.amazonaws.com> | https://github.com/jameskivy/DC_Back-End_Project2021

- *Description:* Member of a 4-person development team that built a full stack social media application that allow developers and engineers to post about their coding journey and network with other developers
- *Roles and responsibilities:* Primary responsibilities included refactoring template to backend, including but not limited to: final layout of template and implementing user's profile page status functionality of application
- *Built using:* **HTML5, CSS3, SCSS, JavaScript, Node.js, Express, and PostgreSQL** (given one week to build)

Professional Work Experience

Zwicker & Associates, P.C., Duluth, GA | **Paralegal**

February 2018 – August 2021

- Collaborated with attorneys regarding calendar duties and analyzed scheduling orders, trial notices, and case management orders to determine the need of documents or removal of the case from the Court's calendar
- Utilized time effectively to draft hearing notices, announcements, consent judgments, consent agreements, affidavit of default on consent agreements, and default judgments for multiple clients to have filed with Court
- Handled high call volume with professionalism when speaking to debtors, clients, legal teams, opposing counsel and court officers

Zwicker & Associates, P.C., Duluth, GA | **Litigation Assistant**

December 2016 – August 2017

- Managed and reviewed several reports, such as; garnishments, lawsuit inventory, service/non-service closely to either be accepted or rejected by legal department
- Maintained legal documents and redacted confidential and sensitive information, such as; card member agreements and/or credit card statements for multiple clients regarding legal discovery before submitting to Court or mailing
- Reviewed all cases to be closed and/or transferred under limited supervision while following the firm's requirements