

JAMES BENJAMIN PAWLIK

james.benjamin.pawlik@gmail.com (971) 235-1848 [GitHub](#) [LinkedIn](#)

OBJECTIVE

Software developer transitioning from a career in education. Interested in positions that combine programming with human development, education/training, art, writing, or design. Strong team member, quick learner, and proficient communicator. Looking for a position that encourages collaboration on challenging, useful applications with an aim towards improving the general happiness and productivity of humanity.

TECHNICAL EXPERIENCE

LANGUAGES

JavaScript, Ruby, HTML/CSS

TECHNOLOGIES

Rails, React, Redux, JQuery, SQL, Postgres, APIs, JSON

EDUCATION

880 class-hour web and mobile development course through Epicodus; emphasis on project-based collaboration, test-driven development, and pair programming.

WORK EXPERIENCE

Social Worker - WA DCYF - 2019 - 2021

- Coordinated services for children and families in the foster care system
- Wrote case plans, motions, and other legal documents
- Appeared in court to give testimony and report progress and compliance

Teacher - Evergreen SD - 2012 - 2018

- Taught English, Math, and Special Education at the middle school level
- Managed up to eight para-professionals
- Collaborated with district staff to develop inclusive education programs for children with moderate disabilities

DEGREES

I hold a Master's Degree in Teaching from Lewis and Clark College in Portland, Oregon, and a Bachelor's degree in Education and Writing from Bennington College in Vermont.

PROGRAMMING PROJECTS

Mario's Fine Foods

Website for a specialty grocer written in Ruby on Rails and JavaScript using a SQL database and user authentication.

Currency X Change

Provides forex rates for USD and global currencies. Uses API calls to query a database to allow users to convert currency. Built in JavaScript and HTML/CSS.

INTERESTS

Art (fabric, digital, animation, writing), cooking, programming. Currently working on Self Simulator, an app to help users see how they are perceived through another's eyes.