Buddy Humphries Jr

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FULLSTACK DEVELOPER

As a detail-driven software engineer with a passion for front-end development, I successfully created a 2-Player Connect four game from scratch with minimal prior experience, showcasing my ability to learn and adapt quickly. Proficient in a range of industry-relevant languages, I'm eager to bring my passion for innovative solutions to a software engineering role, where I can collaborate with others to build dynamic and responsive applications that delight our users!

TECHNICAL & INTERPERSONAL SKILLS

Languages: Python, JavaScript, HTML, CSS, SQL, Mongo, JSON, Typescript, EJS, DTL
Libraries and Frameworks: React, Express.js, Django, Jquery, Bootstrap, Semantic UI, Bulma
Databases and other: PostgreSQL, MongoDB, RESTful Routing, JSON API
Interpersonal skills: Communication, teamwork, problem solving, adaptability, continuous learning, empathy, leadership

TECHNICAL PROJECTS

Connect Four: DBZ - [GitHub](#) | CSS | JavaScript
An anime-themed multiplayer game of Connect Four
- Used CSS to theme the game after popular anime: Dragon Ball Z
- Added a function that allows players to enter their names before they play.(JavaScript)

Strongest Heroes - [GitHub](#) | Mongo | Node.js
An application that uses google sign-in to add your favorite hero to a database of others.
- Allows users to sign in to their google account and add their favorite hero.
- Signing out will save your data, and can only edit data using your sign in.

Sneakerheadz - [GitHub](#) | Python3 | Django
SneakerHEADz is an app designed to allow shoe enthusiasts to add and view a collection of sneakers.
- Allows for users to add, view and store data.
- Acts as a repository for many sneakers for others to view and add to.

EXPERIENCE

Everi Inc, Software Instructor   *Las Vegas, NV, 02/2023 - 09/2023*
- Developed in-depth lesson plans covering compliance and software usage for over 70 employees.
- Traveled to different locations across America to deliver said teachings.
- Provided high-level support for employees, troubleshooting IT and security whenever required.

Meta, Project Engineer   *Austin, TX, 01/2021 - 02/2023*
- Performed different test methodologies on Facebook's native technology, including Messenger and the Facebook app
- Worked closely with developers to pair and test new applications and unreleased company projects.
- Worked over 500 test cases.

Lone Oak Services, Software Tester   *Austin, TX, 02/2020 - MM/20XX*
- Manually tested web applications to troubleshoot and diagnose effects.
- Identified bugs and errors to document and send to engineers.

EDUCATION

General Assembly   *Remote, Certificate Received: 10/2020*
Full-stack software engineering 420+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.

Western Governors University , B.S Software Engineering   *Salt Lake, Utah, Expected: 11/2024*