

Jennifer Morales

Software Engineer

Atlanta, GA | (678) 524-5847 | jennifer.morales1201@gmail.com
jmorales22.github.io/ | github.com/jmorales22 | linkedin.com/in/jennifer-morales22

Software Development Skills

JavaScript, React, HTML, CSS, Git/GitHub, debugging, Node.js, Express, Bootstrap, Bulma, Python, PostgreSQL

Education

DigitalCrafts | Certificate in Software Engineering | Atlanta, GA May 2020

Georgia Institute of Technology | M.S. Earth and Atmospheric Science | Atlanta, GA December 2007

Kennesaw State University | B.S. Mathematics | Kennesaw, GA June 2006

Featured Projects

App Track | <https://github.com/jmorales22/Application-tracker-frontend> | <https://app-track.netlify.app>

Description: Team of four created an app for tracking job applications and interviews. The interview data is made public to other users and can help to prepare for a job interview at a particular company.

Built with: Node.js, Express, PostgreSQL, React, JavaScript, Styled Components

Features: The ability to create a new account, track job applications, write a review of a specific company's interview process for each application, and read reviews that other job applicants have written based on the company's interview process.

NFL City Food | github.com/jmorales22/Final-front-end-project

Description: Team of three created a site that gives a list of restaurants around a particular NFL stadium using the OpenTable API.

Built with: JavaScript, HTML, and Bootstrap

Features: Thirty-two separate stadium cards each with a button that provides a list of restaurants in that particular NFL team city. The site also features a link to OpenTable.com so the user is able to make a reservation.

Llamarita's Taco Adventure | github.com/jmorales22/Llamarita-Imbibe-The-Tacoing

Description: Team of three created a 2-d game where tacos, margaritas, and cacti fall from the sky. The player tries to drink 15 margaritas while eating tacos and trying to avoid cacti. The more margaritas the player drinks, the more cacti appear on the screen.

Built with: Python and PyGame Library.

Professional Work Experience

DigitalCrafts

September 2020 - November 2020

Developer in Residence/Teaching Assistant

Support the lead instructor by sharing the responsibility of providing a comfortable and supportive learning environment for the students; provide support to students through tutoring, debugging code, and helping with any questions or concerns they may have; teach a four hour lesson every Friday where students are pushed to solve complex problems on their own or learn something new that falls outside of the scope of the course.

Analytical Environmental Services

September 2013 - January 2020

Technical Assistant

Worked in a fast paced production laboratory where tasks were completed under tight deadlines; communicated with multiple departments to create and update Standard Operating Procedures; analyzed laboratory data for reporting of accurate results; trained new employees on use of personal protective equipment and other laboratory safety practices.

FSA Charter High School & Academe of the Oaks

August 2008 - August 2013

Science and Mathematics Teacher

Explained complex mathematical and science concepts in an easy to understand manner; worked with fellow teachers and parents to ensure students have the best learning tools and environment for progress; assessed tests and reported and analyzed students results; created an interactive learning environment by using a Smart Board and mathematical software; managed groups of up to 25 students and provided behavioral guidelines.