

Summary

I am a Software Engineer with previous experience in Logistics and Bicycle Repairs that is always looking to meet and exceed expectations. I'm eager to combine my organizational and problem solving skills from my past experience with Software Engineering.

Technical Skills

- | | | | |
|--------------|-----------|--------------|----------------|
| • HTML | • Node | • MongoDB | • Python |
| • CSS | • Express | • Mongoose | • Git/GitHub |
| • JavaScript | • React | • PostgreSQL | • RESTful APIs |
| • Bootstrap | • jQuery | • Django | • CRUD actions |

Software Experience

Software Engineering Immersive, *General Assembly*, Remote

March 2021 - June 2021

Built 4 single page applications with RESTful APIs, utilizing version control with Git/GitHub in 12 weeks of a full stack immersive program.

- [EVNT](#): Individual fullstack project utilizing PostgreSQL, Django, and jQuery. Beginning with creating a readme for both the backend and frontend with user stories and planning for a minimum viable product, and future versions. Afterwards, with the backend and building each function one at a time in its own branch. After thoroughly testing, pushing, and merging with the development branch. The same steps were followed with the front end until the MVP was ready to be merged and deployed within the main branch. Currently, I'm working on implementing a map to pin event locations.
- [FaceSpace](#): Fullstack team project using Express, React, Bootstrap, and CSS to develop a social media app where you can post any ideas/thoughts. We began by creating a Trello board to organize tasks using the Agile management system. Every morning began with a morning stand up and discussing the roles each person will have the day of (i.e. Scrum Master and Product Manager). When coding we chose what to work on using the Trello board. When a task would be complete, we worked as a team to review the code before pushing to github and rebasing our code on our local branches.
- [Bike Inventory](#): Fullstack individual project working with Express, jQuery, HTML, and CSS to create an inventory app for bicycles that one might own in. Starting by creating a readme for the API and client to show the ideas for the app. Secondly, coding the models and routes for the API. Testing with curl scripts before deploying to Heroku and moving on to the frontend. On frontend production, I began with basic auth functions followed by CRUD functions using Ajax to make calls to the API. Deploying on to github pages after testing functionality and adding styling.
- [Tic Tac Toe](#): Individual frontend project using HTML, JavaScript, and CSS to create a tic tac toe game with authentication forms. Beginning with user stories and a wireframe for a readme. Secondly, working on authentication to allow the frontend to communicate with an API using Ajax calls. Followed by approaching problems strategically to come up with game logic solutions. Finally, frequently testing any new functionality before committing and pushing.

Additional Experience

Maintenance Technician II, *Jump Mobility*, Washington DC

November 2017 - April 2020

- Tracked e-bike repairs across the DMV area using Jump's internal software
- Used excel to document and organize inventory of supplies in storage for ease of access.
- Consistently ensured a clean and safe work environment for Jump employees and customers.
- Directed and trained up to 8 new employees on standards and procedures to deliver service in-line with company protocol.
- Diagnosed electric bicycles issues and administered proper remediation with a quick turnaround.

Shipping & Receiving Lead, *REI*, Washington DC

June 2015 - July 2018

- Logged and tracked inventory from multiple shipments a day. Managed all online records using SAP.
- Processed and packaged shipments for return to a distribution center in a fast paced environment
- Consistently prepared and organized warehouse supplies for all daily functions and special events.
- Lead the 10 person stocking team on proper product knowledge, placement, and protocols.