Seattle, WA | jwaffensmith@gmail.com | /in/jennawaffensmith/ | https://github.com/jwaffensmith | jennawaffensmith.com

JENNA WAFFENSMITH | Software Developer

About Me
Software developer and former special education teacher with skills in full-stack development. Passionate about problem solving, collaborating, and learning. Seeking opportunities to develop innovative software that makes a meaningful impact on people's lives.

Skills
Languages - TypeScript, JavaScript, Python, Java, HTML, CSS, EJS/DTL | **Testing** - Jest, Cypress, k6
Databases - PostgreSQL, MongoDB | **Other** - Node, Kafka, RESTful Routing, Git, Azure, Agile/Scrum
Libraries and Frameworks - React, Express, Loopback, Spring Boot, MongoCK, Django, jQuery

Software Development Projects   JUNE 2021 - PRESENT

The Hiking Journal - *Full-stack application for avid hikers to journal their adventures and connect with fellow pathfinders*
- Independently designed and developed a full-stack application within an 8 day sprint
- **Django, Python, PostgreSQL** backend with RESTful routing and full create, read, update, delete (CRUD) operation for two models with a one-to-many relationship
- Utilized **DTL** templating language and **jQuery** to render dynamic web pages with **Bulma** and **CSS** for design
- Applied Django authentication and authorization with password change and reset functionality

Wordy Waffle - *An application built with React, inspired by the well-known Wordle game*
- A functional and interactive **React** application based on Wordle that challenges players to guess a five-letter word with limited attempts
- Utilized modern web development technologies such as **React**, **TypeScript**, **Express**, **Node**, and **Redux**
- Application employs localStorage to preserve game statistics and saves the word generated daily using an algorithm
- Implemented automation testing with **Cypress** that simulates a user's interaction with the application

Bad Apple Movies - *Bad Apple is a full-stack application for movie lovers and critics alike*
- Collaborated in a two-person team to develop a full-stack application in a 5 day sprint
- Made RESTful API fetch calls to an **Express, MongoDB, JavaScript, Node** backend handling all create, read, update, delete (CRUD) operation
- Implemented user authentication and authorization using **Connect-mongo**, **Express-session** and **Bcryptjs**
- Utilized **EJS** templating language and **jQuery** with **Bulma** and **CSS** to provide style and elevate user experience

Professional Experience

Associate Software Developer   FEBRUARY 2022 - March 2023
Rightpoint | Remote
- Collaborated on a global cross-functional team to design and maintain an internal web tool that generated and managed product promotions for a leading beverage company's e-commerce platform, serving an average of 3.1 million users across 20 countries
- Maintained coding standards and architectural designs while developing source code
- Collaborated with experienced architects and developers throughout the design, development, QA, launch, and maintenance stages
- Implemented backend solutions to support user-facing features with Node, Kafka, Java, and MongoDB
- Completed an intensive eight-week training program in front-end web development, gaining knowledge in React, Redux, TypeScript, Node, Cypress, functional programming, testing principles, and design patterns

Special Education Teacher / Substitute / Instructional Assistant   SEPTEMBER 2013 - Present
Fremont Unified School District / Highline Public School District / Seattle Public Schools
- Planned technology-integrated instruction to meet student needs and problem solved technological issues for families and instructional assistants when using online applications such as Microsoft Teams, Office 365, communication devices (Proloquo2go), and learning programs
- Managed and trained 3 to 5 instructional assistants to deliver educational content through online applications and digital resources
- Developed and implemented an average of 15 individual education plans with IEP team and stakeholders using research based instructional methodologies and utilization of educational software to meet students' needs and educational benchmarks
- Established a safe, inclusive and positive learning environment for all students through proactive classroom management strategies and Positive Behavior Interventions and Supports (PBIS)

EDUCATION

General Assembly | Remote   2021
Software Engineering Immersive
Intensive, twelve-week, 450+ hour full-stack software engineering program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.

City University of Seattle | Seattle, WA   2019
Master in Teaching - Elementary and Special Education
Graduation Commencement Speaker

Metropolitan State University | St. Paul, MN   2010
Bachelor of Human Services