KATY MOLONY
WEB DEVELOPER

Greensboro, NC

molony.katy@gmail.com

https://bit.ly/3T7v7ZZ

336-686-6208

@k8molony

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SKILLS

- Technical Skills
  - HTML, CSS, JavaScript
  - Node.js, JSON, JQuery, NPM
  - Bootstrap
  - React, Redux
  - AWS, Heroku, MongoDB
  - Scrum/Agile
  - GitHub/Git Version Control
  - Canvas, Nearpod, Peardeck, EdPuzzle, Quizizz, Gimkit, and Blooket
  - Canva, Google Suite, Microsoft Suite

- Soft Skills
  - Investigating and resolving issues
  - Critical and analytical thinking
  - Collaboration and adaptability
  - Effective communication
  - Detail-oriented
  - Quick learner

EDUCATION

CareerFoundry

2021-2022 | Full Stack Web Development

University of North Carolina Greensboro

- Post Baccalaureate Certificate: Education
- BA: Classical Studies

University of New Mexico

- BA: Anthropology

PROFILE

Full stack web developer with strong creative and analytical skills. Former high school French teacher who understands how to use language, be it traditional or code, to communicate complex concepts in a simplified, user-friendly way. Experienced in Test Driven Development to create Progressive Web Apps.

PROJECTS

superFlix | MERN stack 03/2022 - 09/2022

A superhero movie app where users can log in, view movie info, and track favorite movies.

- Built a RESTful API using Node.js and Express
- Modeled business logic with Mongoose and tested using Postman
- Created a single-page application using React Redux

MEET | React | AWS Lambda 10/2022 - Present

A serverless, progressive web application with React using a test-driven development technique, accessing the Google Calendar API to fetch upcoming events.

- Used Create-React-App to build site and hosted on Github Pages
- Performed Unit Testing using Jest and shallow rendering with Enzyme

EXPERIENCE

French Teacher 08/2011-06/2022

Guilford County Schools | Winston Salem/Forsyth County Schools

- Self-taught some basic coding in order to enhance Canvas, the LMS used to share information with students.
- Led technology related professional development sessions for 60+ teachers to improve virtual learning for all during the pandemic.
- Introduced diverse methods of technology such as EdPuzzle, Padlet, Gimkit and Canva to both students and staff, which broadened engagement and improved productivity.
- Increased language production for an average of 150 students per year through researching and implementing Comprehensible Input techniques