

Kate Homes, Software Developer

Grand Blanc, MI • katelynhomesofficial@gmail.com • + 1 (248) 678-2107 • katehomes.github.io/home

PROFILE	Full Stack Software Developer with 3+ years of experience building scalable web applications using Spring Boot, React, and AWS. Adept at developing intuitive user interfaces and integrating RESTful APIs to enhance application performance and user experience. Strong expertise in UI/UX design principles, responsive web development, and front-end optimization. Experienced in database management with SQL (MySQL/MariaDB) and cloud-native tools for scalable deployments.	
SKILLS	Programming	Java (Spring Boot, REST APIs, Hibernate), JavaScript (React, jQuery, ES6+), C++, C#, Python
	Frontend Development	HTML, CSS, SCSS, Bootstrap, Tailwind CSS, Figma
	Backend & Databases	SQL (MySQL, MariaDB), Microservices, API Development
	Cloud & DevOps	AWS (S3, Lambda, EC2), Docker, Jenkins
	Tools & Methodologies	Agile/Scrum, Git, Atlassian Suite (Bitbucket, Confluence, Jira)

EMPLOYMENT HISTORY

Jan 2022 – Oct 2024	Software Developer Co-op, Grid LLC	Troy & Romeo, MI
40 hrs. per week	<ul style="list-style-type: none">Developed Java-based web applications using Spring Boot and built RESTful APIs to support high-volume data transactions and improve system reliability.Designed and optimized user interfaces with React, JavaScript, and jQuery, enhancing usability, accessibility, and performance.Improved front-end responsiveness by implementing SCSS for modular styling, optimizing maintainability and scalability.Managed SQL databases (MySQL/MariaDB) by designing efficient queries, improving data processing speed and reliability.Integrated cloud services using AWS, handling deployment, security, and scalability for applications.Built and maintained CI/CD pipelines with Jenkins, ensuring smooth software releases with minimal downtime.Participated in Agile development, collaborating with cross-functional teams using Git, GitHub, and Jira for version control and project tracking.Conducted extensive user testing and bug fixes, leading to a 15% improvement in application stability and user satisfaction	

EDUCATION	Bachelor of Science in Computer Science, Kettering University	Flint, MI
Oct 2021 – June 2025	<ul style="list-style-type: none">Major: UI/UX Design, Cloud Computing, Software Engineering, Database SystemsConcentration: Game Design, VR, Computer Graphics, Busn. of Video Game Production	

EXTRA-CURRICULAR ACTIVITIES

2018 – 2019	Programming Lead, Berkley Robotics FRC Team	
	<ul style="list-style-type: none">Led a team of 5 developers in designing and implementing autonomous and teleoperated systems using Java/C++/Python.Developed real-time robot control algorithms, improving accuracy and efficiency in competition challenges.Collaborated with hardware & mechanical teams to integrate software with electrical and mechanical systems	