

KATIE SCRUGGS

Software Developer

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PROJECTS

WEATHRLY

A weather app that allows the user to enter a location and then uses the Wunderground API to display weather data. I created this project on my own.

github.com/katiescruggs/weathrly

HUNGRY CATERPILLAR GAME

The classic snake game re-imagined with graphics inspired by The Very Hungry Caterpillar. This was a paired project.

github.com/katiescruggs/snake

EXPERIENCE

NORMAN PUBLIC SCHOOLS, 2015 - 2017

- Taught 7th grade science and advanced academics.
- Long-term substitute for computer science, which sparked my interest in computer programming and web development.

MID-DEL PUBLIC SCHOOLS, 2014 - 2015

- Taught high school Biology I and Pre-AP Biology.
- Related scientific concepts to students' lives as I prepared them for the state standardized test.

NEXTTHOUGHT LLC, 2013 - 2014

- Provided quality assurance, transcribing, and record keeping for tech startup as a product management intern.

SUMMARY

I am an inventive front-end developer, always searching for more elegant solutions and new ways of looking at problems. A former educator, I want to continue helping people learn and grow by creating applications and products that enrich their lives.

SKILLS

- HTML
- CSS / SCSS
- JavaScript (ES6)
- jQuery
- React
- TDD (Mocha, Chai, Enzyme, & Jest)
- Git & GitHub
- WAI-ARIA

EDUCATION

TURING SCHOOL OF SOFTWARE & DESIGN

Front-End Engineering, 2018

UNIVERSITY OF OKLAHOMA

BS Zoology and German, 2013