Keith Francis Balde

Software Engineer

I love diving deep into code to solve complex problems with the effort to create beautiful products that manifests change in its users. I am currently seeking opportunities to work in a team in a fast-paced environment that strives to tackle tough problems through software development.

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EDUCATION

Full Stack Software Engineering
App Academy

11/2018 – 12/2018   *New York, NY*

Details

- 1000-hour immersive full-stack web development intensive with
- Teaches full-stack web development: Rails, SQL, JS, React, TDD, algorithms, design patterns, and programming best practices.

Computer Science
University of Central Florida

01/2015 – 08/2018   *Orlando, FL*

Details

- Left in good academic standing due to financial reasons, pursuing web development.
- Relevant Coursework: Computer Science I, Computer Science II, System Software, Computer Logic and Architecture, Security in Computing.

WORK EXPERIENCE

Full Stack Engineering Contractor
CatalystCreativ

01/2019 – Present   *New York, NY*

Achievements/Tasks

- Utilized Agile Development on a team working with a project manager to design a web and mobile product software solution with a clean and intuitive user interface using object oriented programming principles.
- Collaborated on a project to build a load balanced and auto-scaling server architecture using AWS EC2 for use by over 70,000 students.

Teaching Assistant
Junior Knights - UCF Coding Program for Young Students

08/2017 – 03/2018   *Orlando, FL*

Achievements/Tasks

- Mentored young students on programming concepts, such as control flow and loops, with C and Java programming languages which resulted in them being competent programming contest participants.
- Oversaw and facilitated lecture sessions of the program to ensure young students are able to focus on learning and concentrate on applying the learned material.

LANGUAGE & TECHNOLOGIES

React.js JavaScript CSS HTML

Ruby on Rails Ruby C Java

Redux SQL PostgreSQL Git

S3 Rspec Heroku jQuery

PROJECTS

Melofy (Spotify Inspired)
(11/2018 – 12/2018) ⧉

- Utilized the Redux unidirectional flow to ensure that the currently played music is continuously playing while the user is browsing the app.
- Harnessed the power of React.js to employ a single page app which results in a smooth browsing experience for users.
- Utilized HTML and CSS to display, position and decorate the information provided to the users. Also used to create a customized music player for the users to interact with.

Angry Circles (Angry Birds Inspired)
(11/2018 – 12/2018) ⧉

- Applied vanilla javascript to employ DOM manipulation and changes on the HTML elements on the page.
- Utilized the power of the library of Matter.js to apply physics, such as gravity, friction, density, tension, and torque, to make the game appealing to the player's eyes.
- Used CSS to position and decorate HTML elements on the page.

DynamicRecord (ActiveRecord Inspired)
(12/2018 – 12/2018) ⧉

- A project that is inspired by ActiveRecord, an Object-Relational-Mapping (ORM) tool in Rails.
- Written in Ruby to employ the metaprogramming aspect of Ruby on Rails.
- Utilized SQL to make queries that are then sent to the database to retrieve, persist, and/or change data.