

## Kelsey Nocek

Software Engineer

Duluth, Minnesota, United States

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## About Me

Resourceful full-stack developer with a passion for solving real-world problems and contributing to what's exciting. I thrive in collaborative, fast-paced environments where learning is continuous, experimentation is encouraged, and user impact is the priority. I'm seeking an opportunity to deepen my engineering skills alongside experienced mentors and contribute to meaningful, people-first software. When I'm not working, I'm probably outside, climbing, surfing, or making music.

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## Tech Skills

**Languages & Frameworks:** JavaScript, HTML5, CSS3, React, Gatsby.js, Python, Node.js

**Mobile:** Firebase, React Native (collaborative projects)

**Storage & Database:** MongoDB, PostgreSQL, Firebase

**Development Tools:** Git, npm, VS Code, Chrome DevTools

**Collaboration:** Figma, Slack, Trello, async team workflows

**Approach:** UX focus, fast iteration, curious learner, strong communicator

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## Experience

### Freelance Developer | KHDev

*October 2017 – Present*

- Build and refine web and mobile features with full-stack JavaScript, React, React Native, and Node.

- Dig into early user flows, intentionally break things, and smooth out the rough edges to make products easier to use.
- Ship user-focused features, listen closely to feedback, and keep iterating until things feel clear and useful.
- Work directly with clients, managing scope and turning their ideas (and sometimes messy feedback) into working features.

## **General Assembly — Software Engineering Instructional Associate**

*March 2022 – March 2025*

- Supported full-time students in full-stack JavaScript development.
- Emphasized testing, debugging, and iteration while fostering autonomy and curiosity.
- Encouraged learners to take ownership, unblock themselves, and explore multiple approaches.

## **onXmaps, Inc. — Project Manager / Client Partner**

*April 2024 – July 2025*

- Act as the bridge between onXmaps and KHDev, keeping priorities clear and making sure everyone's on the same page.
- Turn user feedback into developer-friendly tasks so features actually get built the way people need them.
- Run QA cycles with an eye for usability, sharing insights and coordinating testing feedback to keep things moving smoothly.

## **CheckSammy — Project Manager / UX Support**

*June 2024 – January 2025*

- Drove user-centered development, turning feedback into product improvements that actually mattered.
  - Worked closely with engineers and designers to shape efficient, intuitive flows that made the product easier to use.
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## Projects & Practice

- [Continental Ski and Bike Website](#): Hand-built responsive website using vanilla HTML, CSS, and JavaScript. Focused on iteration and user testing to improve experience.
  - [Duluth Gear Exchange Website](#): Built and optimized site with Gatsby.js and React. Prioritized performance, accessibility, and continuous feedback-driven improvements.
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## Education

**General Assembly** — *Software Engineering Immersive*

**University of Wisconsin-Stevens Point** — *B.A. International Studies*

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## What I'm Looking For

I'm excited to grow into a full-time software engineer by solving real problems, learning from experienced mentors, and collaborating with thoughtful, people-first teams.