

K. Mannah Kallon

UX engineer

Summary - Teacher, philosopher, and lifelong

learner with a knack for building complex systems and straightforward interfaces.

I am looking to leverage my experience engaging students and my training in software development to create beautiful tools and solve interesting problems.

SKILLS

JS

HTML5

CSS3

React

Sass



Curriculum Development



Problem Solving



Project Management



Adaptability



Presentation



Creativity



Education

Dev Bootcamp, San Francisco 2016

MS Education, Fordham University 2010

BA Philosophy, University of Michigan 2008

BA Psychology, University of Michigan 2008

Projects



Veggiemon Grow vegiemongrow2016.herokuapp.com

github.com/kenikall/veggiemon

Project Lead/Developer - Second place winner at the Food Hackathon and Forum. A take on Pokémon Go that scanned barcodes, got nutritional information from the USDA API, tracked walking distance with geolocation, and incorporated animated interactions.

Tech Stack - Rails • JavaScript • Ruby • SCANDIT • Phaser.io



Math Hunt mathio.herokuapp.com

github.com/kenikall/mathio-party

Developer - A suite of classically themed mini games that encouraged students to practice mathematics, tracked progress over time, and offered a variety of levels.

Tech Stack - JavaScript • Ruby • D3 • Highcharts • Phaser.io

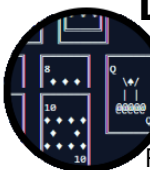


Rainy Day Science rainy_day_science.herokuapp.com

github.com/louisrowan/science-hack-react

Project Lead/Developer - 2016 San Francisco Hack Day project awarded best in Scientific Discovery. This de-coupled application encourages exploration by suggesting science experiments that can be done based on available household items.

Tech Stack - React.Js • Rails • Google Maps API



Durak tinyurl.com/kallon-durak

github.com/kenikall/durak

Developer - An experiment in algorithmic thinking that resulted in terminal based version of the Russian card game. Complete with AI and ASCII art.

Tech Stack - Ruby • RSpec



Professional Experience

DevBootcamp, San Francisco, California

2016-Present

Phase 0 Curriculum Developer

- Creates, edits, and reviews activities and assessments to prepare students for an intensive coding boot camp.
- Maps out learning opportunities intended guide new boots from introduction through fluency.
- Plans interactive demos, videos, and exercises around learning HTML, CSS, JavaScript, and Ruby.

New Classrooms, New York, New York

2014-2016

Instructional Design Manager

- Hired, trained and managed New Classrooms' team of over 30 content creators for an innovative, National, EdTech start up.
- Created templates, assigned projects, and finalized drafts for print and digital content in number sense, arithmetic, algebra, and geometry.

Math Teacher, New York, New York

2008-2014

Elementary, Middle and High School

- Supplemented traditional resources with digital content to inspire passion, identify areas of growth, and prepare students for own version of success.
- Realigned existing curriculum to reflect the expectations, goals, and rigor during the initial roll out of the Common Core Standards.



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<https://github.com/kenikall>