K. Mannah Kallon

Software 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
- Ruby
- Phaser
- CSS3
- Unity
- C#
- Sass
- React

- 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 math-hunt.herokuapp.com
github.com/kenikall/mathio
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 thinkin 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 to guide future developers 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.

203 561 8457   kenikall@gmail.com   linkedin.com/in/kenikall   https://github.com/kenikall