

Kodi Shiflett

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Summary

Addressing the elephant in the room, I am a former educator, now software developer. Although different on paper, my experience as an educator has helped me as a software developer in transforming practical scenarios into usable apps. I am humbled by my background, and I bring a strong work-ethic and team-oriented mindset. Thank you for your time and consideration.

PROJECTS

WeHaul (React, Redux, Node.js, Express.js, MongoDB, Google Maps API, MapBox API)

[Live Site](#) | [Code](#)

An application that allows users to hire drivers on-demand to transport items (e.g. moving to a new home) on short-notice.

- A four-person/seven-day collaboration, demonstrating ability to learn and implement new technologies.
- Implemented Google Maps API autocomplete functionality to ensure users' address input accuracy.
- Implemented Mapbox API to generate routes between locations specifically within the San Francisco Bay Area.
- Leveraged npm react-star-ratings package to allow users to provide feedback on a hauler's service and also ability to view a hauler's rating on a five-point scale.

Fakebook (React, Redux, Ruby on Rails, SQL, PostgreSQL, Amazon Web Services S3 (AWS S3), Heroku)

[Live Site](#) | [Code](#)

A Facebook inspired clone that simulates user posts/comments, profile pages, and friendships/friend requests.

- Utilized Rails Polymorphic Associations to connect multiple database tables--minimizing table bloat, making the code more scalable, and reducing repetitive code.
- Configured PostgreSQL as the database and utilized JQuery to handle Ajax requests between the back- and front-end.
- Intentionally applied front-end styling without the use of libraries to demonstrate HTML5 and CSS3 knowledge.

Color Breaker (Vanilla JavaScript, HTML5, and CSS3)

[Live Site](#) | [Code](#)

A simple interactive "shooter" game that challenges a player to "break" falling colored lines with lines of matching color at varying difficulty speeds.

- Utilized HTML5 Canvas for gameplay features such as animations, difficulty settings, and user inputs.
- Manipulated the Document Object Model (DOM) for animation collision detection as the core gameplay functionality.

EXPERIENCE

Software Developer - Student

App Academy

March 2020 - September 2020

- Conducted code review in other students' apps and helped deliver shippable code on schedule.
- Participated in 500+ hours of pairboarding and whiteboarding, developing the ability to code with others and vice versa.
- Achieved Top 10% of the class and, thus, mentored students in React/Redux libraries.

Primary School Startup

Cosmo Kids International Preschool & Afterschool, Tokyo, Japan

February 2017 - August 2019

- Collaborated with the founder and one other educator in the start-up of Cosmo Kids International from the ground up.
- Responsibilities fulfilled: developed educational curriculum, designed classroom layouts, created demo lessons, and selected educational materials.

Senior Foreign Trainer

The Walt Disney Company, Beijing, China

October 2013 - October 2016

- Wrote play scripts, used by teachers, to teach English in an interactive method and to display learning results, leading to an increased learning proficiency across students.
- Led and organized the quarterly regional events for Cast Members (staff) to boost morale and develop team building.
- Developed the learning program that contextualizes knowledge through real-life simulated/practical scenarios.
- Trained incoming teachers on using Disney classroom technology and software.

EDUCATION

App Academy - Immersive sixteen-week software engineering program with a focus on full-stack development (2020)

University of Cambridge - Certificate in English Teaching for Adults (2015)

Columbia University - Certificate in Teaching English as a Foreign Language (2013)

California State University, Fresno - B.S. in Child Development (2011)