Jeremiah Lee | Software Engineer

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Summary
Software engineer passionate about contributing to the software development lifecycle using modern technologies such as Python, PostgreSQL, and Docker. With a six-year background working in film/cinema, I understand the importance and effectiveness of collaboration and communication, preserving a learner's mindset to constantly grow my skill set and expertise, and being level-headed in uncomfortable situations.

Skills
JavaScript, Typescript, Python, C#, YAML | React, NoSQL, SQL, PostgreSQL, MongoDB, Express, Django, HTML, CSS | NodeJS, Git, GitHub, GitHub Actions | Docker, Kubernetes, Terraform

Projects
[Expense Tracker (Frontend)](), [Expense Tracker (Backend)]() – Full Stack Application
Self-teach React Native, paired with Typescript, to build a frontend for an expense tracker application.
Create a SQL database with Python and Django following an object-oriented design for a frontend React Native expense tracking application with user authentication using Django Rest Framework.

[FELP (Frontend)](), [FELP (Backend)]() – Full Stack Application
Integrate a React and JavaScript front end with a NoSQL back-end API following a REST architecture using MongoDB, Mongoose, and Express and package it in a Docker container.
Collaborate on a cross-functional team following an agile methodology to produce a single page, responsive application using HTML, CSS, and JavaScript while using Git for the source control repository.

[Calculator]() – Windows Application
Independently learn C# and publish an application using Microsoft Visual Studio's windows form template.
Recreate a classic tool used in mathematics and has very similar functionality to a standard calculator that's installed on any computer.

Experience
General Assembly | March 2022 – June 2022 | Instructional Associate Remote – Fullerton, CA
Instructional Associate for General Assembly's Software Engineering Immersive, teaching lessons, frameworks, and skills for full-stack development as well as computer science fundamentals.

General Assembly | November 2021 - February 2022 | Remote Learning Environment - Fullerton, CA
Software Engineering Immersive: Complete 12-week, 500-hour training program for software engineering focused on full stack development using modern frameworks, libraries, and languages.

Camera Assistant | 2015 - 2021 | Freelance/Contractor - Los Angeles, CA
Collaborate with multiple departments and team members to complete daily, tight deadlines and produce excellent products for companies such as ABC, Lifetime, and MGM.
Maintain a pragmatic mindset while under stressful, fast-paced environments to identify problems and prioritize solutions to mitigate any project risks, scheduling delays, or budget deficits.

Education
General Assembly | February 2022
Software Engineering Immersive Completion Certificate

Saddleback College | August 2015
Cinema – Television – Radio Career Skills Certificate of Achievement