

Leonard Moses

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Software Engineer

Passionate Software Engineer and determined learner with a belief that anything can be achieved, no matter how complex. We come into this world with zero information and we learn everything despite starting with a blank slate. This is the essence of what we do – solve problems even without prior knowledge. Driven by curiosity and a love of creating solutions, eager to contribute to a collaborative development team.

SKILLS & EXPERTISE

Javascript | HTML + CSS/ Sass | React.js | Next.js | JSX | JQuery | MongoDB | Express | PHP | MySQL | Python | Django | VSCode
Photoshop | Illustrator | InDesign | Premiere | After Effects | Dreamweaver | Animate | Maya | Excel | Mac | Windows | Linux

PROFESSIONAL SOFTWARE DEVELOPER EXPERIENCE

Southeast Connecticut Eyecare | Full-Stack Software Engineer (Contract)

Sept 2022 - Feb 2023

- Created a calendar web-app for entering and tracking events | Frontend: React, JSX, Sass. | Backend: Express, MongoDB
- Initialized a start-up, web-based ecosystem for multiple eyecare practices. | Using LAMP environment: Php, MySQL
- Researched and learned new technologies, implemented a user login/management system in order to register users (sitelok)
- Attended daily stand ups with stakeholders to provide regular updates and update project plans based upon changing needs.
- Led additional technology projects in the office, including support for computers and internal software.

ADDITIONAL SOFTWARE DEVELOPER EXPERIENCE

Aug 2021 – Sept 2022

Marvel Character Comparator | General Assembly Solo Project | Software Engineering Immersive Fellow

- Front-End app comparing objects(Marvel Characters) off an API | HTML, CSS, JS, JQuery, Ajax
- Enter into search field 2 character names. API pulls data to compare stats. Dropdown menu to assist with multiple results.
- Solo project | completed in 1 week | 5 Minute presentation to 30 people | <https://marvel-character-comparator.vercel.app/>

Body Movement | General Assembly Solo Project | Software Engineering Immersive Fellow

- Full CRUD application using models, schemas, controllers | HTML, CSS, JS, Express, MongoDB, Ejs, .env
- Exercise application. Create, Update, and Delete user-made workouts. Add/remove sets.
- Solo project | completed in 1 week | 5 Minute presentation to 30 people | <https://lennie-project2.herokuapp.com/>

Contrivia | General Assembly Solo Project | Software Engineering Immersive Fellow

- Full Stack Application using Full CRUD operations | Backend: Express, MongoDB, Ejs, .env | Frontend: React, JSX, Sass
- Trivia application creating trivia questions and answers. Create, Read, Update, Delete present.
- Solo project | completed in 1 week | 5 Minute presentation to 30 people | <https://contrivia.netlify.app/>

Match It | General Assembly Capstone Project | Software Engineering Immersive Fellow

- Matching game app where a user can click on cards(called from an API) to flip them over and match 2 of a kind | Next JSX Sass
- Solo project | completed in 1 week | 5 Minute presentation to 30 people | <https://match-it-eight.vercel.app/>

ADDITIONAL PROFESSIONAL EXPERIENCE

Therapy Technician | Adventist HealthCare Rehabilitation | Inpatient

Jan 2018 – Jan 2021

- PT, OT, SLP Therapy Assisting / wheelchair follow, patient walks, Activities of daily living
- Scheduling/ Created scheduling tracking formulas for a 42-bed patient floor/ Excel
- Facilitated patient meetings with the physicians and case managers on a weekly basis.

Graphic Designer | ADRA

2009 – 2010

- World Aids Day Book/ created book cover + book styling adjustment/ Photoshop InDesign
- HAITI Earthquake response / created fliers, posters, other prints/ Photoshop, InDesign

EDUCATION

Software Engineering Immersive | General Assembly | Remote

Aug 2021 – Nov 2021

BA – Graphic Design | Avondale University, NSW Aus

Aug 2004 – Dec 2007