

Maria Panagos

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OBJECTIVE: Results-driven full-stack developer with a strong foundation in psychology and statistics, transitioning into the field of software development. Committed to delivering robust, intuitive, and user-friendly solutions based on real-world feedback. Skilled in front-end frameworks like React, as well as API creation and consumption, and back-end frameworks like Flask and Django. Holds a B.A. in Psychology and Sociology from Trinity College Dublin, bringing a unique perspective and a passion for understanding user behavior. Excels in collaborative environments and is eager to contribute to a Co.Lab team to envision and formulate a unique user experience!

Languages: CSS, HTML, Java, JavaScript, TypeScript, Python, SQL

Frameworks & Database: Bootstrap, Django, ExpressJS, Flask, NoSQL, PostgreSQL, React, SQLAlchemy, Tailwind

Tools/DevOps: Adobe Creative Suite, Eclipse IDE, ElephantSQL, Firebase, GitHub, Glitch, Google Drive, Heroku, IBM SPSS Statistics, IntelliJ IDE, Jinja Templating, JSON, Netlify, Node.js, Postman, Redux, REST APIs, Visual Studio Code

PROJECTS

Multiplayer Dance-Off Game

Personal Project | August 2023

- Collaborated with a cross-functional team of four members, utilizing Agile methodologies including regular scrum meetings, sprint planning, and user story prioritization to create a multiplayer dance-off [game](#) utilizing Rune SDK for server side functions and React with Typescript and Tailwind to create a seamless, engaging user experience.

Portfolio Site

Personal Project | May 2023 - July 2023

- Developed a [personal portfolio](#) website using React with TypeScript to showcase my projects, skills, and experience.
- Implemented serverless functions with Node.js and Nodemailer to create a contact form where submissions are emailed securely to me, and deployed frontend and backend components with continuous integration via Netlify.

Escape Game

Coding Temple | September 2022 - January 2023

- Designed a point-and-click style escape [game](#) with full CRUD functionality, using Flask to develop a RESTful API and React.js to implement the game logic and UI. Tested API endpoints by submitting mock user input to Postman.
- Built a database using SQLAlchemy and PostgreSQL to continually store user progress. Protected the database with basic authentication to ensure that only logged-in players could save and retrieve their progress.

Analysis of Social Media Use and Health

Trinity College Dublin | October 2021 - May 2022

- Conducted a research project from start to finish, managing participant recruitment and testing, and utilizing Python's numpy, pandas, and matplotlib libraries to [analyze](#), interpret, and present data.
 - Authored a paper detailing my research, presented to a panel of experts, and received top marks for my work.
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EXPERIENCE

Code Coach

theCoderSchool | January 2023 - Present

- Designed engaging and personalized [lesson plans](#) to teach students to code in Scratch, Python, and JavaScript, and fostering curiosity and logical reasoning in both one-on-one and group settings.
- Curated resources to streamline the students' setup process, particularly via online IDEs like Replit and CodePen.
- Earned Employee Spotlight of the Month for April 2023 in recognition of my diligence and effective teaching.

Software Developer

Coding Temple | July 2022 - September 2022

- Handled retrieved API data with React and Node.js to create an [intuitive UI](#) that ensured a seamless experience for users creating a new profile, viewing other users' profiles and creating, editing, and deleting their own posts.
- Crafted a [weather application](#), connecting a public weather API and using Flask's Jinja Templating to achieve a thorough, elegant user experience. Utilized Netlify's environment variables to protect my API key on deployment.
- Launched a Flask [phonebook](#) web application that allows authenticated users to create, retrieve, edit, and delete their entries. Hosted this project on Heroku and later migrated it to Glitch.

Small Business Owner

LittleBirdBigIdeas | July 2021 - Present

- Established an Etsy [shop](#) with coherent branding and consistent, high-quality products in advance of market trends.
- Resolved questions and concerns and handled commissions to achieve a seamless, friendly customer experience.

Public Relations Officer

Q Soc | December 2019 - May 2021

- Developed a distinct branding for the society recognizable across social media, university blogs, and posters.
 - Streamlined the recruitment of over 300 members, promoted 3 large events a week, and emailed members weekly.
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EDUCATION

Trinity College Dublin, B.A. Psychology and Sociology (Sept 2018 - May 2022)

- Graduated with second class honors, first division

Coding Temple, [Certificate of Completion](#) (July 2022 - Sept 2022)

- Graduated with over 100% for exceeding expectations on every assignment.
- Earned a positive reputation in my cohort for my talent, often meeting up after class with classmates to help them debug or walk through my process.

LANGUAGES

Native English speaker