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 technologies including CSS, HTML, and JavaScript, 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 your team to maintain and enhance the end-user experience.

Languages: CSS, HTML, Java, JavaScript, Python, SQL
Frameworks: Bootstrap, Django, Flask, Flask-RESTful, React, SQLAlchemy
Database: NoSQL, PostgreSQL
Tools/DevOps: Adobe Creative Suite, Eclipse IDE, ElephantSQL, DBeaver, 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

Escape Game   *Coding Temple | September 2022 - January 2023*
- Designed a point-and-click escape game with full CRUD functionality, using Flask to develop backend API endpoints and React via Node.js to implement frontend logic. Tested API endpoints with DBeaver by entering mock user input.
- Built a database using SQLAlchemy and PostgreSQL to 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 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 and interpret data.
- Authored and presented a paper detailing my research design, methodology and results to a panel of experts in the field, and received top marks for my work.

Research Project   *Trinity College Dublin | November 2020 - December 2020*
- Analyzed a large dataset for a college research project, using Python's numpy and pandas libraries to clean and validate data from a CSV file and perform the appropriate statistical analyses, and created insightful visualizations using matplotlib.

Mastermind Game   *Personal Projects | July 2019 - September 2019*
- Created a Java-based deductive reasoning game, utilizing Java's Reader classes to read and write player data to a local text file to save player high scores.
- Integrated my own sprites with JFrame to make a visually appealing UI, and compiled the game into an executable file.

EXPERIENCE

Code Coach   *theCoderSchool | January 2023 - Present*
- Designing engaging and personalized lesson plans to teach students aged 7 to 15 to code in Scratch, Python, and JavaScript, and fostering curiosity and logical reasoning in both one-on-one and group settings.
- Curating a collection of resources to streamline the setup process, particularly via online IDEs like Replit and CodePen.
- Leveraging playful logic-practicing sites like CodeWars and CodeCombat, and visual libraries like Python's Pygame and JavaScript's colors module so students can engage with the fun and logic of coding without too much overhead.
- Earned Employee Spotlight of the Month for April 2023 in recognition of my diligence, rapport, and effective teaching.

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 physical posters.
- Streamlined the recruitment of over 300 members, promoted 3 large events a week, and emailed members weekly.
- Managed a team working across 7 time zones dedicated to the production of the society's magazine.

EDUCATION

Trinity College Dublin, *B.A. Psychology and Sociology, (2018-2022)*
- *Graduated with second class honors, first division.*

Coding Temple, *(July-Sept 2022)*
- *Graduated with over 100% for exceeding expectations on every assignment.*
- *Won multiple code competitions against 15-100 participants.*
- *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
Trying my best at **Spanish**