McKinsey Leckenby

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SOFTWARE ENGINEER

Proven full-stack Software Engineer experienced in tackling complex problems with a solution-focused approach. Persistence and commitment to learning fueled my progress while working 1000+ hours through bootcamp curriculum to learn Javascript, React.js, and Ruby on Rails. Consistently worked alongside cohort mates to review and refactor code through paired programming. Successfully created multiple web applications in a time sensitive fashion while strictly adhering to project requirements. Experience as a flight attendant has proven my ability to adapt in unpredictable circumstances, and has taught me to appreciate how a diverse and collaborative team environment contributes to success. Combining my new skills as a programmer along with my ability to adapt will drive my success in a challenging position.

TECHNICAL SKILLS

Languages: JavaScript(ES6), HTML, CSS, Ruby
Frameworks: Rails, Material UI, Bootstrap
Libraries: React
Databases: PostgreSQL, SQLite, SQL
CICD: Git, Heroku

PROJECTS

Bookship. - https://github.com/mckinsey-leckenby/bookship   **Remote** 2022-Present
Built a full-stack application that allows users to view and share opinions on books they are currently reading or have read. Demonstrated a strong knowledge of React.JS, Ruby on Rails, and RESTful methods to develop frontend design, client-side validations, and the API framework.
- Developed a Ruby on Rails API complete with serialization following RESTful standards to allow users to add or delete books on their reading list by storing data in a PostgreSQL.
- Authenticated users by encrypting user information using BCrypt.
- Created custom database schema and REST API using Active Record, Postgres, Ruby and Ruby on Rails.
- Designed a user friendly experience by incorporating Material UI.

Holiday Hangman. - https://github.com/mckinsey-leckenby/Holiday-Hangman   **Remote** 2021-Present
Developed a web-based hangman game inspired by classic Christmas films. The game will have the user try guessing the letters in the unknown movie resulting in the application drawing parts of the stick figure with every wrong guess. In building this web-based application, I displayed a working knowledge of Vanilla JavaScript, Ruby on Rails and RESTful methods to develop frontend design, client-side validations, proximity lookups, and the API framework.
- Built using React.js with a functional design pattern to directly manipulate the DOM as the user interacts with the game.
- Created the front-end experience to incorporate Semantic UI, custom CSS, and keyframes to deliver a high-quality dynamic UI and intuitive UX for the user's entire gameplay experience.
- Generated a fully functional algorithm to iterate through a list of possible letters that would then display if guessed correctly.

EDUCATION

Flatiron School - Certificate in Software Engineering   Remote, 10/2021 - 01/2022
Learned industry best practices and software development standards with a focus on HTML5, CSS3, JavaScript, Ruby, Ruby on Rails, React and algorithms and data structures. I created full-stack web applications while learning new languages and frameworks by collaborating 60+ hours a week.

Harold Washington College - Computer Science   Chicago, IL 2021
Pierce Community College - Associate of Arts   Tacoma, WA 2012-2014