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, Ruby, and Ruby on Rails.
- Consistently work alongside students 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.

TECHNICAL SKILLS

Languages: JavaScript, C#, HTML, CSS, Ruby.
Frameworks: ASP.NET, Rails, Material UI, Bootstrap.
Libraries: React

Databases: PostgreSQL, SQLite, SQL
CICD: Git, Heroku

PROJECTS

Bookship. – https://github.com/mckinsey-leckenby/bookship
Independently built out 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.

Holiday Hangman. – https://github.com/mckinsey-leckenby/Holiday-Hangman
Collaboratively developed a web-based hangman game alongside two cohort mates. In building this web-based application, we 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.

EXPERIENCE

Simply Binary – Junior Software Engineer   Remote, US 05/2022 - Present
- Responsible for planning, developing, deploying, and maintaining web applications. Consistently deliver high quality solutions while collaborating with a team.
- Contribute towards internal assessments reviewing legacy code, the web application, and documentation suggesting fixes in order to achieve the desired level of compliance based on clients needs.

Flatiron School – Software Engineering Technical Coach   New York, NY 03/2022 - Present
- Provide additional support to students by hosting office hours, leading concept reviews, and being available during lab work time to answer questions and support students as they progress through the curriculum.
- Guide students through debugging their code, helping them to deepen their understanding of programming concepts. Inspire and energize students to help build their confidence with complex code.

EDUCATION

Flatiron School - Certificate in Software Engineering   Chicago, IL 10/2021 - 01/2022
Harold Washington College - Computer Science   Chicago, IL 01/2021 - 05/2022
Pierce Community College - Business Administration   Tacoma, WA 09/2012 - 01/2014