Melody Moselle

Junior Developer

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http://melodymoselle.com
https://github.com/melodymoselle

Looking for work that makes my brain hurt.

Skills

- Java 1.8
- Object Oriented Design Principles
- Frameworks; Spark, Spring, Spring Boot
- Data Persistence; JDBC, JPA, SQL
- RESTful APIs; Serving and Consuming
- Front End: HTML, CSS, JS, Bootstrap

- Application Debugging
- Version Control; Git & GitHub
- Unit Testing; JUnit, Mockito
- Build managers; Maven, Gradle
- Deployment; Heroku, AWS
- Continuous integration; Travis CI

Education

The Iron Yard / Back-End Engineering Certificate
NOV 2016 - FEB 2017, LAS VEGAS, NV

Worked 60+ hours / week learning object oriented principles and developing complete applications with Java over 3 months.

Capstone Project: ArtBook | Fine artist discovery and aggregator network
Conceptualized, developed and deployed a full stack web application as a solo developer in 3 weeks.

- Used 4 external APIs to populate application data
- Persisted and queried data with JPA, Hibernate, and PostgreSQL
- Unit Testing with JUnit and mocking with Mockito
- Deployed with Heroku and continuously integrated with Travis CI
- Used front end template built with Bootstrap and Javascript

University of Colorado / Bachelor's of Environmental Design
AUG 2005 - DEC 2009, BOULDER, CO

Discovered my love of problem solving and planning through the design process.

Experience

David Ryan Studio / Artist Assistant
NOV 2012 - OCT 2016, LAS VEGAS, NV

Used project management to improve production times. Constructed and implemented a CNC router from a kit that saved production costs.

USPS / Postal Support Employee
NOV 2015 - JUN 2016, LAS VEGAS, NV

Maintained quotas & met strict deadlines in an high volume, fast paced industry.

Global Art Transport / Administrative Assistant
MAR 2014 - FEB 2015, LAS VEGAS, NV

Created and maintained an efficient and productive workplace.