

Michael Hebblethwaite

Full Stack Web Developer

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Profile
- michebble.github.io/

Profile

Coming from a background in English Education I bring an eye for detail and a passion for clean, readable code. I am excited by breaking a complex problem into it's basic parts and creating a working maintainable solution.

I am looking to work at a company where I can grow as a developer, work on products that solve important problems, and have some fun.

Skills

- HTML5, CSS3
- Ruby, Javascript
- React, Node.js
- Sinatra, Rails
- PostgreSQL
- Responsive/Mobile First Designing
- Behaviour Driven Programming
- Object Oriented Design
- Experience with Team Coding using VCS(GitHub)

Experience

Web Development Immersive - General Assembly;
Melbourne - March 2018 - June 2018

Gained the knowledge and experience to confidently use a Javascript/Ruby stack to build functional responsive web apps. We started by learning the core languages before moving to frameworks, to understand design principles and the benefits of convention over configuration. Worked on projects alone and in teams, to simulate real word programming situations.

InTune - Spotify meets Tinder. A team built project to match two Spotify users that are listening to the same song. We applied Agile principals and daily scrums to coordinate our efforts. The app was built in Ruby on Rails, and used the Spotify API via OAuth.
<https://github.com/michebble/project3>

Bun Times - Burger GPS. A proof of concept CRUD app to help users find a burger they want based on location. Built with the Sinatra frame work and mobile first front end design. Users generate a database query and matching burgers are presented by nearest geolocation.
<https://github.com/michebble/Bun-Times>

Naughts & Crosses - Classic Fun. Using only HTML, CSS and JS, I created a game of noughts & crosses. This was an exercise in client side programming. The app keeps track of player turns, wins and draws.

<https://github.com/michebble/Noughts-and-Crosses>

Other Experience

Class Teacher - Kakuoan International Preschool;
Nagoya, Aichi, Japan - April 2017 - February 2018

Along with a co-teacher, I led a class of 18 Students aged 4 to 5. Helping them to learn about general studies and social interactions

- Planned and created monthly lesson schedules. Monitoring student response and adapted plans when needed to better match their needs.
- We designed lessons for two parent visiting days, which generated 100% positive feedback for the first time in the school's 10 year history.

Lead English Tutor - Nagoya University of Foreign Studies;
Nisshin, Aichi, Japan - April 2013 - March 2017

Starting as a part time tutor helping facilitate English conversations between groups of first year students, I worked my way up to a position leading and coordinating tutorials.

- Worked in a team of four to plan and deliver course content consistently across different classes.
- I modernised the course textbook, by implementing a QR code system to simplify student access to online recordings and content.

Education

General Assembly - Web Development Immersive, March 2018 - June 2018

IC Nagoya - Japanese Language Training, October 2011 - April 2012

University of Tasmania - Bachelor of Arts(Philosophy/Japanese), Feb 2003 - Aug 2008