Michael S. Irby

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Professional Summary

A software engineer with hands-on technical training in HTML, CSS, Javascript, Python, React.js, Node.js, Express.js, NoSQL, APIs, & more. Skilled in front-end & back-end development with a specific knowledge of the MERN stack. Recently completed over 500 hours of software development instruction in a technical bootcamp, encompassing all stages of the Software Development Life Cycle (SDLC). Bringing 10 years of experience in the financial services industry. Lifelong learner committed to developing my technical skills & actively seeking to fulfill my dream of becoming a contributing member of a software development team.

Technical Skills

Coding Languages: Javascript ES6, Python, CSS, HTML

Libraries/Frameworks: React.js, Express.js, Node.js/NPM, MongoDB, Bootstrap, jQuery

Other Skills: UX/UI Design, Figma, Photoshop, Illustrator, Git, Technical Documentation, Microsoft Office Suite

Professional Experience

Grandbridge Real Estate Capital

Treasury Operations Analyst

Charlotte, NC

August 2018 - May 2022

- Managed the disbursement of commercial loan proceeds by coordinating various aspects of the loan funding process
- · Accurately & securely processed over \$500 million worth of wires, ACHs, and checks during tenure with the company
- Mitigated risk by identifying vulnerabilities in processes & working directly with senior management to employ risk reducing controls

Software Engineering Projects

Notes To Self - Note Taking App

React/Express/Node/MongoDB

Lead Developer

- https://ms-blogapp.herokuapp.com/
- Designed UX/UI & coded frontend & backend for a note based web app utilizing the MERN stack (MongoDB, Express, React, Node)
- Wrote asynchronous functions using AJAX to send & receive data in JSON format to & from a NoSQL database
- Employed React's component architecture to build efficient & reusable code for future use
- Managed version control through the products life cycle via Github & utilized Heroku for application deployment

Sinclair (Simon) Says! - Memory Game/Instrument

Javascript/HTML/CSS

Lead Developer

https://msi-ism.github.io/sinclair_says/

- Designed UX/UI & coded frontend for a memory based game with multiple modes & difficulty levels using HTML & CSS for the UI &
 Javascript for the game logic & interactivity
- Produced various animations & lighting effects through thorough knowledge of current CSS techniques & DOM manipulation
- Designed sound & audio effects using a Digital Audio Workstation & programmed audio into game via HTML & Javascript

msi-ism.github.io - Personal Portfolio

Javascript/HTML/CSS https://msi-ism.github.io

Lead Developer

- Designed UX/UI & wrote all code for an interactive personal portfolio site with an emphasis on User Experience
- Displayed fluency in CSS by implementing various techniques to design a web application that is visually pleasing & responsive across many different devices & browsers
- Managed version control through the products life cycle via Github & utilized Github pages for application hosting

Education

Per Scholas - Washington, D.C.

August 2022 - November 2022

Full Stack Software Engineering Bootcamp
 University of South Carolina - Columbia, S.C

August 2008 - May 2012

B.S. in Sport & Entertainment Management (GPA 3.2)

Certifications & Interests

Certifications: ISC² Certified in CybersecuritysM - CC | 200-Hour Yoga Teacher Certification

Interests: Hand-balancing, UX Design, Music Production, Graphic Design, Public Speaking, Community Service, Wellness, Gaming