Marley Sellem | (Software Engineer)

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Technical Experience
- Languages: HTML, JavaScript, CSS, Python, EJS
- Frameworks/Libraries: Express.js, Node.js, React.js, Django, Mongoose, Next.js
- Databases: MongoDB, PostgreSQL, Supabase
- Concepts/Patterns: REST, Object Oriented Programming, Agile, Scrum
- Auth: Google OAuth, Passport.js, Supabase Auth
- Other: Git, Github, Trello, Fly.io, Bootstrap, Tailwind, JSON, Vercel

Language Skills
- French (native)
- Japanese (limited working proficiency)

Relevant Experience

AI Chatbot Contract- Lead
HTML | CSS | JavaScript | Tailwind | React | Supabase | Vercel | Next.js
- Led the development of an AI chatbot for leadership development
- Collaborated with team members to design and implement features
- Demonstrated expertise in React.js and modern web technologies

Lamadoro - Creator/Group Member
HTML | CSS | JavaScript | Bootstrap | React Bootstrap | Express | Node.js | MongoDB | Mongoose
- Pomodoro-inspired app with a task manager to more sustainably and efficiently complete goals
- Used MERN-stack and RESTful routing practices to deploy a full CRUD-capable SPA app deployed using Render

Soundify - Group Project
HTML | CSS | JavaScript | Python | PostgreSQL | Django | Spotify API | Trello | Figma | Google Slides
- Used Spotify's API to create an app that better manages user playlists and opted for a custom frontend design
- As the Scrum Master of this group project, I used Agile methods to ensure that the frontend and backend teams were sufficiently communicating in order to create a seamless product

Sellem Sitters - Creator
HTML | CSS | JavaScript | Bootstrap | Express | EJS | Node.js | MongoDB | Mongoose | Google OAuth | Passport
- Cat-sitting tracker app for individual use to store customer names, numbers, addresses and associated cats
- Used MEN-stack and RESTful routing practices to deploy a full CRUD-capable app deployed using Fly.io

Find The Flag - Creator
HTML | CSS | JavaScript | Figma
- Developed this browser-based card-matching game by using conditional logic, creating multiple repeating HTML elements using a for-loop, and toggled an audio clip for ambience during gameplay

Work Experience

Clinical Pathologists' Assistant Birmingham, AL
Proteus Genomics   Jan 2022 - Feb 2023
- Applied my knowledge of biological sciences and procedures in a microbiology setting and learned company-specific procedures from the ground up
- Daily tasks included processing urine and wound samples
- Individually spear-headed side projects in addition to daily workload

Pathologists' Assistant Multiple Locations

Multiple Hospitals (private and academic)   2018 - 2021
- Used a variety of technologies and equipments to evaluate complex, diseased human tissue for diagnosis
- Excellent communication with doctors, surgeons, and coworkers for a complete and accurate patient report
- Taught residents my craft and collaborated with biobanking techs for research purposes

Education

General Assembly   **Remote**

Software Engineering Immersive   *April 2023 - July 2023*
- Full-stack software engineering immersive student in an intensive, 24-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

West Virginia University   **Morgantown, WV**

Masters of Health Sciences: Pathologists' Assistant   *2018*

The University of Georgia   **Athens, GA**

Bachelors of Science: Biological Sciences   *2015*