

NADIA VEDENYEVA

🏠 Brooklyn, NY, 11223
☎ 917-204-2420
🇺🇸 US citizen

✉ nadiaveden@gmail.com
🔄 <https://github.com/nadia-v>
in <https://www.linkedin.com/in/nadia-vedeneyeva-9396b1a9/>

OBJECTIVE: To obtain an entry level software development position with Sompo International that utilizes my technical skills, education, experience and passion for problem solving.

TECHNICAL SKILLS

Programming Languages

Python
Java
JavaScript
HTML

Database Management Systems

SQLite
Postgres
MongoDB
Firebase

Web Frameworks

Django
Express
Handlebars
Bootstrap

Source Control

Git
GitHub

Graphics Editors

Adobe Photoshop
Adobe Illustrator

EDUCATION

Master's in Software Engineering

STEVENS INSTITUTE OF TECHNOLOGY

Hoboken, NJ

August 2018 - December 2019

Bachelor of Fine Arts

Fashion Design in Sportswear

FASHION INSTITUTE OF TECHNOLOGY

New York, NY

January 2008 - May 2015

TECHNICAL PROJECTS

Geofencing Application

<https://github.com/nadia-v/geofencing>

Created a geofencing application

- Used Agile methods in the development process
- Contributed to the development of the web application using Node.js and Express technologies
- Used JavaScript and Handlebars framework for the front-end development of the application

Social Network Application

<https://github.com/nadia-v/sit-ssw690-group-work>

Developed a social network application for Stevens Students

- Participated as a member of a small Agile team, responsible for the web development portion of the application
- Used Google Firebase database and services for back-end development
- Contributed to the front-end development using HTML and JavaScript technologies and Bootstrap framework

GEDCOM Ancestry Project

<https://github.com/nadia-v/gedcom-analyzer>

Developed a program for analyzing GEDCOM ancestry files

- Participated as a developer on a Scrum team that successfully completed the project in three sprints
- Developed a Python program that reads and analyzes data in GETCOM files
- Implemented and tested a number of user stories to eliminate possible anomalies in GEDCOM files
- Contributed to the management of Product Backlog
- Communicated with the team during Daily Scrum, Sprint Review and Sprint Retrospective meetings

Collect Four Game

<https://github.com/nadia-v/Collect-four>

Independent Project

- Developed Collect Four game using JavaFX technology
- Customized the game by using .gif images of animals and cartoon characters

PROFESSIONAL EXPERIENCE

RUGGED HOME STUDIO LLC

Creative Studio for Custom Clothing Design

Designer

- Handled complete product lifecycle and business aspect of the company
- Completed development process from creation of patterns to production of final product
- Developed designer labels and technical hangtags
- Managed financial structure of the company

February 2016 - Present