

ONTERIO WRIGHT

SOFTWARE ENGINEER



512-967-2520



onteriorwright@gmail.com



<https://www.linkedin.com/in/onteriorwright>



<https://github.com/onteriorwright>

ABOUT ME

Experienced Software Engineer adept in bringing forth expertise in design, development, testing and maintenance of enterprise level software systems. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team. A creative thinker accustomed to working with various data structures while utilizing the latest cutting edge development tools and procedures. I've gained experience as a Software Engineer which is complemented by my demonstrated history in problem solving. Proficient in JavaScript, React, and C# / .Net. I'm a strong engineering professional that's passionate about helping people and providing solutions to everyday problems.

PROJECTS

My Shops

My Shops is an single page Application with full CRUD functionality built to help users find Barbershops or Salons based on location. A user can search Barbershops or Salons, save them to their favorites, and create reviews about specific Shops or Salons they favorite. Users can also view all reviews once logged in but, can only edit and delete their own.

- Utilized the React Library, HTML, CSS, JSON-Server, External API, and styled with Bootstrap
- Utilized Geo-location to get current location



<https://github.com/onteriorwright/My-Shops>

Date Nite

Date Nite is an Application created for people who struggle to plan date night. The Application allows users to search date night ideas based on location and budget. Users can plan a date and remember dates planned by viewing scheduled dates.

- Utilized C#,Entity Framework and ASP.NET
- Utilized SQL Server for database
- Utilized External API



<https://github.com/onteriorwright/Date-Nite>

CORE COMPETENCIES

- HTML
- CSS
- JavaScript
- React
- Git
- Github
- C#
- ASP.NET Core
- SQL

TECHNICAL EXPERIENCE

RAPIDDEPLOY | AUG. 2020 TO PRESENT

Software Engineer

- Built CAD 911 modules from scratch utilizing a micro service based architecture and azure cloud services
- Worked in an agile environment using a ticket based git work flow in 2 week sprint cycles
- Experience using an Arrange Act Assert pattern during unit test implementations
- Experience with REST API / Web API creation, consumption, and integration
- Work closely with QA automation engineers to ensure the features are well tested through automation
- Collaborated with cross-functional teams to implement architectural improvements for faster engineering design cycle iterations
- Actively participated in agile team activities such as providing input into story sizing, backlog grooming, and release planning for solutions

NASHVILLE SOFTWARE SCHOOL | NOV. 2019 TO MAY. 2020

Full Stack Software Engineer

Intensive full-time 6-month software development bootcamp learning with both individual and team-based projects. Tech Stack include: C#, ASP.Net, Entity, React, JavaScript, HTML5, CSS3, and SQL Server fundamentals.

- Utilized Git and Github for version control
- Built single page applications using HTML,CSS, JavaScript, React
- Built MVC Applications, API's, and Console Applications using C#, .NET Core, ASP.NET
- Queried SQL Server databases via Entity Framework and ADO.Net
- Worked in a Agile enviroment practicing SCRUM methodologies
- Advanced knowledge of application, data, and infrastructure architecture disciplines

Group Projects

Nutshell

- Social media Application with full CRUD functionality created using the React library.
- Personally responsible for implementing task feature using asynchronous fetch calls in JavaScript and JSON server
- Tech stack consist of HTML, CSS , JavaScript, and React

Bangazon

- Shopping Application with full CRUD functionality.
- Personally responsible for implementing shopping cart and view order history features.
- Tech stack consist of C#, ASP.NET, SQL Server, MVC, Entity Framework, and Bootstrap

EDUCATION

NASHVILLE SOFTWARE SCHOOL | NOV. 2019 TO MAY. 2020

Software Development Bootcamp, Certificate