



Octavia Selim

SOFTWARE ENGINEER

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PROFILE

I am a software engineer with a background in Kinesiology and health care.

I have experience in supporting a variety of people and teams while maintaining adaptability and exceeding my goals.

SKILLS

JavaScript



Python



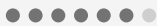
React



CSS



HTML



NodeJS



RELEVANT EXPERIENCE

SOFTWARE ENGINEERING IMMERSIVE

General Assembly

Sept 2021 -
Dec 2021

Successfully completed 500+ hours of expert led instruction and hands-on learning in front and back end technologies and languages, fundamentals and the industry's most in demand technologies. Developed projects, including:

- Mancala: A HTML5 browser based game with CSS for presentation and JavaScript for logic.
- Pocket Monsters: A full-stack CRUD application using NodeJS, Express and MongoDB.
- TravelNow: A full stack Python application using Django, AWS and a Google Maps API.
- Films&Flix: A full MERN stack web application using the IMDb API.

REHAB OFFICE ASSISTANT

Providence Rehab Services

Dec 2019 -
Sept 2021

- Promoted from position of Rehab Aide to Rehab Office Assistant in September 2020.
- Supported several clinics, and inpatient settings, with patient care, scheduling, and cleaning duties.
- Managed office of 5 physical therapists, including scheduling, insurance verification and general office flow.

MEDICAL SCRIBE

ScribeAmerica

Jun 2018 -
March 2019

- Personally assisted physicians and physician assistants with note taking during patient visits.
- Prepared and edited patient charts to make patient appointments more efficient and ensure all information discussed is included.
- Maintained a wpm speed of 70 to allow physicians to focus completely on their patient during the visit.

EDUCATION HISTORY

General Assembly

Software Engineering Immersive

Remote 2021

Oregon State University

Bachelors of Science

Kinesiology

Graduated June 2018