

Driven and dedicated Junior Software Engineer with a genuine passion for problem-solving and scalable distributed systems. Combining a solid background in sales and live event operations with my knowledge of programming languages, I possess valuable insights into effective team leadership, managing diverse personalities, and delegating tasks to leverage individual skill sets, especially when working under strict deadlines. My greatest strength lies in my exceptional communication skills, enabling me to assume leadership roles and seamlessly transition into supporting roles when necessary. I am constantly striving for personal and professional growth. By merging the interpersonal skills and strong work ethic honed in my previous roles, I am eager to channel my enthusiasm into coding, web development, and design.

TECHNICAL SKILLS

Languages - JavaScript, HTML, CSS, Python, SQL, MongoDB, JSON

Database - PostgreSQL, MongoDB

Libraries and Frameworks - React (class based and hooks), Express.js, Django

Other - RESTful Routing, JSON api

TECH PROJECTS

World Help | Team Project | React, MongoDB, Heroku

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Chicago Art Institute API | Solo Project | Full-Stack |

- Developed and deployed on Heroku, a live RESTful API using Express, MongoDB Collections
- Utilized Mongoose to define and manage data models for MongoDB collections.
- Created a user-friendly front-end web application that fetches data from the Chicago Art Institute API and deployed it on Netlify, showcasing skills in API integration and application deployment.

NFL Referee Simulator | Solo Project | Front-End |

- Designed and developed a responsive referee simulator game using vanilla JavaScript, HTML, CSS, showcasing my attention to detail and front-end development skills.
- Leveraged DOM manipulation and event handling to create an interactive and visually appealing interface.

PROFESSIONAL EXPERIENCE

Software Engineering Fellow

General Assembly | New York, NY

February 2023 - May 2023

- Full-stack software engineering immersive fellow in an intensive, 12-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks.

Live Audio Engineer, Concert Promoter

Freelance | New York, NY

June 2022 - Present

- Operated sound systems for 60+ concerts, festivals, and live performances in NYC and upstate New York.
- Personally coordinated and promoted 15+ live events, collaborating with venue owners, band managers, booking agents, and performers.
- Oversaw event operations, including ticketing, stage design, and talent management.

Mobile Marketing Strategist

Attentive | New York, NY

October 2021 - April 2022

- Created and secured 150+ qualified business opportunities to generate new revenue within the organization.
- Prospected for new business opportunities within existing accounts through omni-channel outreach
- Applied value proposition of multiple processes and solutions to effectively communicate with clients.

EDUCATION

General Assembly | New York, NY

Software Engineering Immersive Certificate

February 2023 - May 2023

Syracuse University | Syracuse, NY

September 2017 2023 - May 2021

