

## PROFESSIONAL SUMMARY

Full Stack Developer skilled in front-end and back-end technologies. Committed to collaborative teamwork, delivering top-notch, user-centric solutions with an innovative problem-solving approach.

## SKILLS

React	JavaScript	RESTful API
Node.js	HTML	CSS

## EXPERIENCE

### Front End Developer Intern

Vincere Health, Boston, MA (Hybrid Remote), Jul 2021 - Oct 2021

- Optimized the in-app chat feature within the user dashboard, resulting in a 50% increase in mobile user engagement and enhancing overall user experience.
- Utilized GitHub for version control, creating branches, managing pull requests, and merging code to production,
- Collaborated in daily stand-up meetings to provide progress updates, prioritize tasks, and ensure timely project completion.
- Created mobile-responsive web pages using HTML, CSS, JavaScript, and React.
- Successfully managed and completed assigned tasks and projects remotely, demonstrating strong self-motivation, time management, and communication skills.

### Software Engineer in Training

General Assembly, Boston, MA, May 2020 - Jul 2020

- Completed a 12-week, 500+ hour software engineering bootcamp
- Enhanced problem-solving through coding challenges, personal projects, and pair programming.
- Gained expertise in full-stack web development, following industry coding standards and project timelines.

### Glass Artist (Self Employed)

Dead Last Enterprises LLC, Ipswich, MA, Jun 2014 - Feb 2023

- Ran a successful self-employed glass blowing business, ensuring timely project completion.
- Implemented social media strategies, resulting in a 15k+ Instagram following and an average annual revenue increase of 85%.
- Provided excellent service, fostering positive connections through clear communication and a personal touch, while efficiently managing inventory and finances with Excel automation.

## EDUCATION

**Certification:** Software Engineering  
General Assembly, Remote, Aug 2020

## INTERESTS

- Performing and recording music
- Stage Lighting Design
- Analog electronics for audio
- Embedded Systems
- Cooking and fermentation