

Rae Hebron

Database Coordinator & Software Engineer

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Languages, Frameworks, and Skills

- **Languages:** JavaScript, HTML5, CSS3, Node.js Python
- **Frameworks:** React.js, Express.js
- **Other:** SQL, Postgres, MongoDB, Render, Git, Github, Mongoose, Heroku, EJS Templating
- **Certifications:** StackSkills, Blackbaud University

Microsoft Excel: Advanced Formulas & Functions

October 2019

Analyzing and Visualizing Data with Microsoft Excel

November 2019

Microsoft Excel: Data Analysis with Excel Pivot Tables

December 2019

Professional Exam 2020/ Raiser's Edge

August 2020

Experience

Database Coordinator

April 2019 - Current

Providence Public Library

April 2020 - February 2023

- Build complex relational data schemas to standardize data across 15,000 records.
- Lead the investigation to discover and resolve the hard-to-find defects and manage them until closure.
- Analyze, report, and develop new software workflows to streamline processes.
- Assess the needs and preferences of the customer and outcome to prepare training resources, report data analysis, and present features of our services and products.
- Implement reporting automation to reduce employee workload and mitigate human error significantly.

Boys & Girls Club of Pawtucket

April 2019 - April 2020

- Direct major grant application for \$200,000 from The New York Life Foundation and collaboratively construct a measurement plan for outcome reporting.
- Provide training and consultation about the development database and data integrity to Board Members and staff to improve internal process efficiency.
- Refine and strengthen data analysis of outcome reporting through data visualization and Microsoft Excel Pivot Tables to provide business recommendations to stakeholders.

Coordinator

April 2019 - August 2019

College Advising Corps at Brown University

April 2019 - August 2019

- Create and execute a month-long training for new professionals as college advisors.
- Recruited and mentored college students at Brown University as they served as advisors to increase matriculation at several public schools in Rhode Island.

Projects

Buster Block - HTML5, CSS (Flexbox), JavaScript, Express.js, EJS templating, Mongoose, MongoDB, Render

December 2022 - Current

- Designed, developed, and deployed full-stack web application with RESTful service by Node.js and Express.js.
- Created one-to-one relationship with MongoDB model schemas and rendered the front-end with EJS templates.
- Authenticated requests implemented via session-based authentication, client-side cookie with secret, and bcrypt to hash password.
- Leveraged flexbox layout with minimal media queries to enable a responsive design, suitable for all screens.

Road Trip Buddy - HTML5, CSS, JavaScript, SCSS, Mongoose, MongoDB, React.js, Render

January 2022 - Current

- Built an ambitious application in a collaborative team of 4 developers to deploy in an agile, 2-week development sprint.
- Achieved a responsive front-end framework utilizing React to ensure proper rendering across devices and scalable UI components for future development.
- Monitored development as the Release Manager, including resolving merge conflicts, handling branches, and keeping the main branch safe.

- Set the team up for success by designing the Readmes for both the frontend and backend, and created the code blueprint for the backend in Express.js and Node.js.

Animal Crossing Villager Index - HTML5, CSS (Grid), JavaScript (DOM Manipulation, Node.js, Express.js, jQuery) **October 2022 – Current**

- Integrated a novel Animal Crossing API to allow users to search by name and similarities to other characters in the game.
- Rendered the frontend with HTML5, vanilla JavaScript, and jQuery through DOM Manipulation and CSS Grid.
- Devised a project plan consisting of user flows, wireframes, and user stories.
- Ongoing Development: Reimagine Villager Index as a responsive, full-stack application utilizing React.js and Express.js.

Education

General Assembly, Software Engineering Immersive – Boston, MA **September 2022 - April 2023**

Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

University of Iowa – Iowa City, IA **August 2012 - December 2016**

Bachelor of Arts in English, Bachelor of Arts in Spanish