

Edwards, Rashad

757 -718-4925 | Rashad3412@gmail.com | Norfolk, VA | Software Developer |
www.linkedin.com/in/rashad-edwards-software-developer

Professional Summary

Each of my apps tackles a different real-world problem—from sobriety support to logistics tracking to fast-paced gaming—showing my range as a developer. SoberCompass stands out for its thoughtful user flow and emotional resonance, while Meezhaul delivers real-time tracking in a clean, data-driven dashboard. My 2D game highlights my ability to build engaging experiences from scratch using core JavaScript.

TECHNICAL and RELEVANT SKILLS

Technical Skills: *HTML, CSS, JavaScript, Node.js, React, Git, Github, Api, Routers, React Hooks, Redux, SQL*

TECHNICAL PROJECTS

SoberCompass – Sobriety Journey Tracker (Ongoing) | Independent | Jan/2025 - github:

<https://github.com/rashad3412/sobercompass>

Project link: <https://sobercompass.netlify.app/>

- Daily Sobriety Tracker a motivational dashboard that calculates and displays your sober streak, milestones, and progress with persistent local storage to maintain your journey between sessions.
- Supportive Companion features recovery resources, daily check-ins, and an interactive chat interface, designed to be mobile-friendly and built with React for a seamless user experience..

Meezhaul – Logistics and Shipment Tracking App (Ongoing) | Independent | Jan/2025 -

github: <https://github.com/rashad3412/moveTemplateReact>

Project link: <https://movetemplatereact.netlify.app/>

- A logistics platform with an interactive dashboard that tracks shipments in real-time, providing status updates, analytics, and key delivery metrics.
- Features a responsive, mobile-friendly design with React Router, with future plans for live tracking, third-party API integration, and advanced reporting.

A 2D Shooting Game Built with Vanilla JavaScript | Independent | Sept/2024 |

<https://github.com/rashad3412/shootEmChef>

Project link: <https://cookemchef.netlify.app/>

- Designed a mobile-first shooting game where a chef moves automatically, and players shoot falling food using touch or spacebar controls, with increasing difficulty and randomized food fall speeds.
- Developed a projectile system with scoring, replay options, and full screen-size compatibility, with future plans for more levels, food types, and a leaderboard.

EDUCATION

Fullstack Academy Web Development Bootcamp Feb/2023 - Oct/2023 Software Engineering Certificate

Full-time, Full Stack Javascript Web Development Immersive

Virginia Beach 2014 - 2016 Associates of Science Degree