Petal Ladenson | Full Stack Software Developer

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**SUMMARY**

I am a meticulous Software Engineer with a passion for coding. I will tenaciously execute and debug code to solve problems. With a focus on usability and accessibility I streamline customer experience to enhance outcomes. I want to bring my technical and customer service skills to help make systems easier to use, more intuitive, and more accessible for end users. I am proficient in both the front-end and the back-end and most of my work integrates both.

**TECHNICAL SKILLS**

**LANGUAGES:** HTML (HTML5) | JavaScript (ES6) | CSS (CSS3) | SQL (PostgreSQL) | NoSQL (MongoDB) | Git | Github | Python | Node / NPM | C# | Java

**LIBRARIES AND FRAMEWORKS:** JQuery | Express | EJS | Angular | Angular Material | .NET | ASP.NET | Typescript | Svelte | React | Spring Boot | Bootstrap | Materialize

**CONCEPTS:** REST APIs | Agile Methodologies (CRUD) | Relational Databases | OOP | Adobe Suite (Photoshop, Illustrator)

**RELEVANT EXPERIENCE**

**Software Engineering Fellow**

Remote

General Assembly 2023-2024

* *Successfully completed 500+ hours of expert led instruction in Full stack development (focus on MERN), and hands on learning of JavaScript and Python fundamentals and the industry’s best practices*

**PluralKit |** Discord Bot2021-Present

Contributor and Support Staff | [Official Website](http://pluralkit.me) | [Github](http://github.com/PluralKit/PluralKit) | [API Integration](https://petals-tools.neocities.org/) | [API Integration GitHub](https://github.com/rladenson/petals-tools-2.0)

* *Contributed to the C# backend and the ASP.NET API, including making and running database migrations in PostgreSQL and extensively testing and debugging my code and general bugs*
* *Personally developed custom frontend tools using Angular and React that hooked into the API*
* *Recorded user suggestions and requests on Notion, as well as contributing to tech support on user issues*

**Character the Creationing** | Solo Project | [Live](https://character-the-creationing.neocities.org/) | [Frontend GitHub](https://github.com/rladenson/Character-The-Creationing-Frontend) | [Backend GitHub](https://github.com/rladenson/Character-The-Creationing-Backend) 2024

* *Guided character creator for the TTRPG system Dungeons the Dragoning*
* *Responsive static frontend made in Svelte*
* *REST API backend made in Spring Boot*

**Battleship** | Solo Project | [Live](https://rladenson.github.io/battleship/) | [GitHub](https://github.com/rladenson/battleship) 2023

* *Single Player browser-based Battleship clone*
* *Responsive static site made using HTML5, CSS3, and JavaScript ES6*

**Character Manager** | Solo Project | [Live](https://character-manager-05fa754366ae.herokuapp.com/) | [GitHub](https://github.com/rladenson/char-manager)2023

* *Website for storing and editing character concepts*
* *Dynamic site using MongoDB for the database, Express for the back-end, and JavaScript for the front-end*

**devPort** | Team Project | [Live](https://socdev-frontend-c2e6c90f6b00.herokuapp.com/home) | [GitHub](https://github.com/bRad1995/Project_3_GA)2023

* *Social Media site for sharing portfolio projects and contacting other developers*
* *Dynamic site using MongoDB for the database, Express for the back-end, and React for the front-end*

**WORK AND VOLUNTEER EXPERIENCE**

**Team Member**  Lakewood, CO

JoAnn Fabrics and Crafts 2022-2024

* *Manages front of store procedures and customer experience flow, delegating as needed*
* *Provides exceptional customer service and communication skills to numerous interactions with customers*
* *Utilizes effective time management and prioritization of tasks, switching between high-priority time-sensitive tasks and low-priority long-term tasks as new tasks come in*

**Treasurer**  Golden, CO

Mines of Moria Belegarth Chapter 2021-2023

* *Analyzed and itemized supplies to maintain club workflow*
* *Submitted financial forms and requests to a federal institution, and handled purchases using those funds*

**EDUCATION**

**General Assembly** **Remote**

Software Engineering Immersive August 2023 - March 2024

* *Full-stack software engineering immersive student in an intensive, 24-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.*

**Colorado School of Mines** **Golden, CO**

Computer Science 2020-2023

* *Excelled in courses such as Software Development (focus on Java and Agile) and Intro to Linux (focus on bash scripting)*