Rose O'Malley
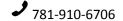
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OBJECTIVE

A Full-Stack Software Engineer transitioning from a career in music, blending creativity, precision, and problem-solving into software development. My code is as clean and efficient as my guitar riffs and I'm eager to leverage my collaborative skills to contribute to a dynamic team, transforming challenges into innovative solutions.

TECHNICAL SKILLS

Programming: Java, Spring Boot, JavaScript, React.Js, Vue.Js, Node.Js, CSS, HTML, PostgreSQL, REST API's, JUnit, Cypress, Maven, JSON, JWT, Relational Databases**|Design**: Figma, draw.io**| Development**: Github, Git, Docker**| Software**: IntelliJ, Visual Studio Code, pgAdmin, Postman, DevTools

PROJECTS

Gig Tracker|**PostgreSQL, Java**

- Developed a command-line interface (CLI) for musicians to track events, using PostgreSQL for data management and querying in pgAdmin.
- Designed entity-relationship diagrams with draw.io and built the PostgreSQL schema.
- Implemented the CLI in Java, following the MVC design pattern with switch-based menus, array lists, interfaces, and JDBC for CRUD operations.

Brat Calculator |**Javascript, Vue, Ableton Live**

- Built interactive calculator application in JavaScript using Vue.js and CSS, playing unique sound clips for each key press.
- Edited audio tracks from Charli XCX's *Brat* album into clips using Ableton Live and integrated them into the calculator.
- Utilized JavaScript's Audio constructor and a custom playSound method with event handling to trigger audio playback.

Paw Swipe Back-End|**PostgreSQL, Relational Database, Java, Spring Boot, REST API, JWT**

- Designed and implemented the back-end of a pet adoption website, following OOP principles and the MVC design pattern.
- Implemented role-based authentication with JWT using Spring Security, supporting registered users, admins, and visitors.
- Developed a RESTful API accessed through JavaScript via Axios, and rigorously tested with JUnit and Postman.
- Deployed the server on Koyeb.com using GitHub for version control.

Paw Swipe Front-End|**Figma, JavaScript, Vue, CSS HTML**

- Designed desktop and mobile wireframes and prototypes using Figma.
- Developed the user interface using Vue and JavaScript, employing components, views, services and routing.
- Styled the project according to wireframes with CSS for a polished, responsive design.

Class Website |**JavaScript, HTML, CSS**

- Contributed to relational database development and front-end CSS design on a project showcasing classmates' projects.
- Collaborated using Git for version control and continuous development.

WORK EXPERIENCE

Front-end Developer *(Volunteer*) **|** Healing Hands Fund, Philadelphia, PA   **Nov '24 – Present**
- Developed a responsive website with Vue.js, hosted on a development subdomain to fit the clients needs.
- Worked to deploy the site by the launch deadline, ensuring the success of their funding campaign using GitHub for version control and Apache to host the site.

Professional Musician | Philadelphia, PA   **Aug '10 - Present**
- **Guitar Teacher**: Teach 10-20 students per week across rock, pop, & jazz genres at various institutions, including Plugged In, Meridee Winters, School of Rock and private studios. Customized lessons to suit individual needs and skill levels.
- **Performer**: Headlined tours across East Coast states & major cities, performing with such bands as Sir Babygirl, The Cavemen, and Peach Ring.
- **Recording Artist**: Contributed to 5+ records as a multi-instrumentalist in professional studio environments, utilizing skills in audio engineering, session musicianship, & music production.
- **Audio Engineer:** Edited and recorded audio for the Continuum Dance Company.

EDUCATION

Tech Elevator | National Live Remote   **Dec '23 - Aug '24**
Full-Stack Software Development Bootcamp
Designed software systems and solutions with 800+ hours of education and application, focusing on Java web applications.
Earned Student of the Month for the Gig Tracker Project.

Berklee College of Music | Boston, MA
Bachelor of Arts Professional Music
Concentration in guitar performance and audio engineering/digital production.