

SARAH WOOD






JUNIOR SOFTWARE DEVELOPER

PERSONAL PROFILE

A recent graduate from General Assembly's Software Engineering Immersive program looking for my next role as a Junior Software Developer.

Previously working as a General Manager, I've spent 8 years supporting the management of projects, business development and change management within records management and the construction industry. I have managed to work in very different industries and thrived most when confronted with a challenge. Coding offers a natural progression, strengthening my skill to problem solve and get creative.

CONTACTS

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SKILLS

AJAX
AutoCAD
Babel
Bluebeam
Bootstrap
Creative Cloud
CSS3
Django
Express
Heroku
HTML5
JavaScript
Mocha
Mockplus
MongoDB
Node.js
PostgreSQL
Postman
Python
React.js
RESTful APIs
Sage Line 50
Sass
Six Sigma Yellow Belt
Sketch
TablePlus
VSCode
Webpack

EXPERIENCE

General Assembly

SOFTWARE ENGINEERING IMMERSIVE

Oct 2019 to Jan 2020

A full stack immersive bootcamp which was broken down into four modules:

- Module 1: Fundamentals (HTML, CSS and JavaScript)
- Module 2: React.js
- Module 3: Node.js and Express
- Module 4: Python and Django

In addition to the above we also covered full stack development, multiple frameworks and libraries, the basics in computer science and algorithms. We were encouraged to pair program and work in groups as well as individual learning with daily homework to complete. We used tools such as Mockplus and Trello to plan projects.

Associated Stone Group Ltd

GENERAL MANAGER

Dec 2015 to Aug 2019

Providing general support to all project teams based at head office, factory and on site to ensure targets, project requirements and client satisfaction is met. Responsible for change management, people innovation, graphics and marketing, business development, budgeting, cost reporting, health and safety, training and ensuring internal processes are adhered to by implementation.

Recall Ltd

DIGITAL TEAM LEADER / PROJECTS / CUSTOMER SERVICES

Jul 2011 to Dec 2015

Starting off in Customer Services I progressed through the company by support the Onboarding and Projects teams where I would eventually lead my own team within digital records management.

Accountax Ltd

ACCOUNTS ASSISTANT

Sep 2009 to Jul 2011

Provided support to all accountants and senior management. Duties included updating ledgers, creating documents etc and assistance with the preparation of management accounts, budget, audits and returns.

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PROJECTS

General Assembly Project 1 - Old School Snake

[oldschoolsnake.herokuapp.com](#) | [README.md](#)

This is the first of my projects completed through General Assembly. Working on our own, our task was to recreate a game based on a list provided by GA. We had a number of requirements to meet and one week to complete it in. The game was built using HTML5, CSS3 and vanilla JavaScript (2019).

General Assembly Project 2 - Ten Questions

[tenquestions.herokuapp.com](#) | [README.md](#)

My first hackathon, after completing our second module React.js. We were given 48 hours and allocated a partner to build an app of our choice that must consume a public API. This is my first experience at pair programming. We agreed on using a quiz generator API and set out wire framing and planning our approach. Technologies used to build this app are HTML5, CSS3, Bulma, React.js, Babel and Webpack.

General Assembly Project 3 - The Vault

[ga-the-vault.herokuapp.com](#) | [README.md](#)

There was a group project using React on the frontend and Node.js and Express on the back end, to be completed in a week. The idea was to build a full stack MERN app ensuring there was a create, read, update and delete feature implemented on the app and to understand how to work in a group. I built the front-end, homepage and current section.

General Assembly Project 4 - VR Portal

[Link TBC](#) | [README.md](#)

This was another solo project to build a Django REST framework app on the backend and React on the frontend. We were given a week to complete and had to utilise an API. This app is an online VR technology news platform which allows users to research and read reviews on different VR headsets or games before making a purchase.

General Assembly Project X - Photobook

[Link TBC](#) | [README.md](#)

An additional project outside of General Assembly's syllabus. I wanted to create something fun that I could use and share with family and friend so I decided to build an app which I could upload all my favourite photographs that I've taken. The app was built using HTML5, CSS3, React.js and webpack. It was a solo project that was completed over a couple of days.

EDUCATION

General Assembly

SOFTWARE ENGINEERING IMMERSIVE
Oct 2019 to Jan 2020

Founders and Coders

INTRODUCTION TO JAVASCRIPT
Jun 2019

Udemy (Online)

INTRODUCTION TO COMPUTER SCIENCE
Apr 2019

Wilmington Academy

11x GCSEs
Sep 1999 to Jun 2004

INTERESTS

- Gaming - In my spare time I'm usually playing a game, whether it's a PC game, virtual reality, Xbox or just a board game. I enjoy all different types of games.
- Photography - Just a keen traveller with a camera, I take pleasure in capturing moments and the beautiful nature I find myself surrounded in.
- Puzzle solving - I love escape rooms, solving riddles, playing puzzle games. I get a buzz from solving puzzle s and finding the right answers.