Simon Dutton
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Objective	**Adaptable software engineer committed to utilizing my comprehensive skill set, gained through both formal CS education and hands-on coding bootcamp experience, to deliver holistic solutions and pioneer technological progress within a collaborative team environment.**

Projects

Coding Temple - GNB-Finder: *Software Engineer - In Progress* (**Frontend** | **Backend**)   MAY 2023 - PRESENT
- Engineered project to discover, favorite, and filter 20 gender-neutral/accessible bathrooms around a given location, employing React, JavaScript, Flask, Python, EmailJS, and Google API integrations
- Designed dynamic login page / navbar to enhance user engagement and website navigation

Coding Temple - PokéCatcher: *Software Engineer* (**Deployment** | **GitHub**)   APRIL 2023 - MAY 2023
- Built a full-stack web application using Flask/Python/PokéAPI, featuring 18 unique Pokémon card designs, extensive user customization, and social features
- Implemented dynamic site behavior, player-versus-player/5 unique CPU character battles, and a leaderboard functionality for enhanced user engagement

University of Limerick - 3pots: *Lead Software Engineer*   NOV. 2018 - DEC. 2018
- Created an interactive art installation using clean C code with full tests, design manipulation techniques, and Arduino programming with I2C connections, embedding motors/sensors/lights into 3 metal teapots
- Reviewed code and provided mentorship by managing the 3 other software engineers on the team
- Responsible for hardware-software integration logic, creatively coming up with solutions for limitations

Relevant Experience

Software Engineer Trainee: *Coding Temple (Bootcamp)*   MARCH 2023 - JUNE 2023
- Applied acquired knowledge of full-stack programming to successfully complete a diverse range of projects, including using RESTful APIs to create 20 e-commerce, weather, and social applications
- Demonstrated effective collaboration skills in a coding environment through active participation and leadership in group projects, offering feedback that contributed to other students' 200% grade increase
- Achieved "above and beyond" markings in 98% of projects through commitment to high quality, innovative solutions, placing in the 99th percentile for students who have taken the course

Instructor: *iD Tech, Breakwater School*   JUNE 2018 - AUG. 2018 / SEPT. 2021 - JUNE 2022
- Instructed & debugged code alongside over 50 students of diverse skill levels in programming apps and games using Java, Python, Raspberry Pi, circuitry, Scratch, and LEDs
- Recognized as "Instructor of the Week" 3 times in 6 weeks for exceptional student engagement

Lead Computer Science Peer Mentor: *Mount Holyoke College*   SEPT. 2017 - MAY 2019
- Assessed and provided constructive feedback on 8-12 CS students' weekly coding assignments, offering suggestions to enhance code quality and coding style, while building self-efficacy
- Utilized hands-on lab exercises to help labs of 40-50 students comprehend new programming concepts

Tech Skills

Languages: JavaScript (ES6/Node.js, Three.js), HTML, CSS, Python, Java, C, Max, TypeScript

Frameworks: React, Flask, Processing, P5, Arduino (I2C), Raspberry Pi, WordPress, Drupal, Three.JS

Databases: SQL (PostgreSQL), NoSQL (JSON, XML)

Testing: QUnit, JUnit, PyTest, PyUnit (Unittest)

Tools/DevOps: Git, GitHub, Docker, AWS (Cloud)

Additional Tools: RESTful APIs (Postman), Linux, Adobe Creative Suite, Google Suite, Logic Pro X

Education

Mount Holyoke College, *B.A. Computer Science / Music*   SEPT. 2016 - MAY 2020
Magna Cum Laude - 3.9 / 4.0 GPA

University of Limerick, Music, Media, & Performance Technology   SEPT. 2018 - DEC. 2018
Study Abroad Program - 4.0 / 4.0 GPA