Simon Dutton
Full Stack Software Engineer
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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.**

Tech Skills

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

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

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

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

Tools/DevOps: Git, GitHub, Docker, AWS

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

Projects

Coding Temple - GNB-Finder: *Software Engineer - In Progress* (**Frontend** | **Backend**) MAY 2023 - PRESENT
- Engineered project to discover, favorite, and filter gender-neutral/accessible bathrooms around a location, employing React, JavaScript, Flask, Python, EmailJS, and multiple 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 unique Pokémon card designs, extensive user customization, and social features
- Implemented dynamic site behavior, player-versus-player/CPU 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 software engineering principles, design manipulation techniques, and Arduino programming with I2C connections
- Managed software development for team, also taking responsibility for hardware-software integration

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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, ERDs, and the software development lifecycle
- Demonstrated effective collaboration skills in a coding environment through active participating and leadership in group projects, effectively contributing to their successful completions
- Achieved "above and beyond" markings in 98% of projects through commitment to high quality, innovative solutions, which passed all tests while implementing individual research on UX/UI design

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" three times 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

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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