KVETA MOONEY

JUNIOR UX/UI Designer

A recent graduate from a 16-week long, full-time, intense boot camp. At the School of Code Bootcamp, we delved into full-stack modern and relevant technologies right from the start. We have learned many invaluable soft skills and exciting technical skills. New tools and technologies guided us along the way.

It was a life-changing experience. It changed our mindsets to growth, improved our communication skills and we became more adaptable as we randomly changed our team members weekly. Each week we got exposed to a new subject to be learned and finalized with Friday hackathons. In this fast-paced environment, we practice giving and receiving regular feedback, improving our listening skills, and effectively communicating our ideas, rationale, and design decisions to peers. We worked closely with peers from our teams but had the entire cohort community available for support.

By the end of the course, we all became familiar with the entire software development process.

PROFESSIONAL EXPERIENCE

● **School of Code | bootcamper**

Sep.2023 – Present

Key achievements:
- Learned how to build apps using an ample web stack.
- Learned soft skills such as Critical/Computational Thinking, Presentation Skills, Project Management, and Development.
- Embraced and navigated the complexity of software development.
- Learned to deal with terminology and taxonomy likely beyond anything I have ever faced.

School of Code was not purely about the code. Through empathy and computational thinking, we tackle our two main projects: the final and mid projects. We were expected to deliver a product experience in a short time frame. Given a new team to build our apps and the freedom to manage our workload, we created a collaborative environment and implemented a proactive approach to our work.

We started by doing surveys &research. We analyzed collected data and continued with ideation, brainstorming, and using personas and user stories to complete the prototype app. We followed agile methodologies, collaborating in pair programming. We collaborated with (pseudo)stakeholders, presented our work to them, and iterated accordingly. While working through the School of Code BootCamp I developed a special interest in UI/UX design.

CONTACT

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INDUSTRY KNOWLEDGE / SKILLS

- *User Research*
- *Disney Ideation*
- *User stories and personas*
- *Wireframe Creation*
- *Prototyping*
- *Pair Programming*
- *Scrum / Kanban*
- *CI/CD pipeline*
- *Agile*

TOOLS & TECHNOLOGIES

- *Figma*
- *HTML*
- *CSS*
- *Git / GitHub*
- *Slack*
- *VS Code*
- React, Next.js
- *PostgreSQL*
- *JavaScript*

EDUCATION

● School of Code

Full stack software development

Completed in 2024

Vision2learn

NCFE level 2 Certificate in understanding coding
Completed in 2023

PERSONAL / SOFT SKILLS

- Creative thinking
- Collaboration
- Observation
- Self-motivated
- Communication

LANGUAGES

English - fluent
Czech - native
Slovak - pasive

LEISURE TIME

Regular Running - energizes me for another challenging day and clears my mind from daily hassles/worries. New ideas and problem solutions come to my head while running. Each race I do is a competition against my past self.

Cold water immersion gives me a sense of achievement by overcoming the discomfort of exposure to cold water teaching me to feel comfortable being uncomfortable. It also helps me to recover from my aching legs after a long run.

Mountain/hill walking helps me escape hectic/busy working/family life and recharge my batteries. Problems seem small and irrelevant from the top of a mountain giving me a new/different perspective.

Intermittent Climbing helps me to practice my problem-solving skills while under stress and learn to focus on one move at a time.

Key Projects:

- Final Project: Harvest Hub

Brief: Harvest Hub is the ultimate web application designed to nurture your passion for all things green. The App helps people find information about how to grow vegetables and track their growth and expected harvest date.

Tech Stack & Planning Tools - Figma, VSC, React, Next.js, Supabase, PostgreSQL, Chakra UI, Vercel, Jest, Playwright

Team and Duration - 6 developers for 4 weeks.

- Mid Project: Memory Echo

Brief: Memory Echo is an app that helps us make our learning journey more effective - with predefined spaced repetition. Memory Echo utilizes CRUD functionality to enable users to add their topics for others to see. Additionally, topics added change color depending on when they were added. When a topic changes color, the user should repeat it for spaced repetition.

Tech Stack & Planning Tools:
Figma, VSC, GitHub, React, CSS, HTML, JavaScript, PostgreSQL

Team and Duration - 6 developers for 2 weeks

Both projects were largely focused on as a learning experience.
We deployed our applications early on and continuously deployed new features throughout the project providing a CI/CD pipeline.

- **Openreach | Field Engineer**
2019 – 2020
  - Solved any broadband issues customers had.
  - Learned a lot about how to deal with people from different walks of life.

- **Innovate Services Ltd. & Wilson Jones catering | Kitchen assistant at school**
2017 – 2019
  - Worked in a highly team-focused environment.
  - By organizing regular social events I have boosted team relationships.

- **Care at Home ltd | Domiciliary carer**
2016 – 2017
  - Improved the lives of elderly, long-term ill, and vulnerable people through empathy and support while allowing for independence.