SETH WAY · software engineer

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CAREER SUMMARY:

Creative and intellectually curious Web Developer with hands-on experience designing, building, and testing complex web applications. Passionate about creating software solutions that are fluid, thoughtful, and user centric. Military Veteran with technical training from both the Microsoft Software & Systems Academy and The Turing School of Software Engineering.

SKILLS:

React · TypeScript · JavaScript (ES6+) · React Hooks · NextJS · Webpack · React-Router · RESTful APIs · WebSockets · Tailwind CSS · HTML5 · CSS3 · Node.js · Git · E2E Testing (Cypress) · TDD (Mocha, Chai) · Data Visualization (ReCharts) · C# · ASP.NET

RELEVANT PROJECTS:

Hall-O-Famers - github.com/seth-way/hall-o-famers - **Solo Project**, In Development
- Built a full-stack Next.js app with Tailwind CSS & React, NextAuth for authentication, & Drizzle ORM/ PostgreSQL for database management.
- Developed custom web scrapers & data normalization algorithms to significantly reduce database seeding times.
- Structured database schema, JSON contracts, & app state for seamless and logical data flow within the application.

Chess with Frien-emies - github.com/seth-way/chess_fe_microservice - **14 Dev Team**, Sep - Oct '24
- Deployed a standalone or consumable microservice with a remotely exposed React component endpoint.
- Set up web socket connections with assignable rooms allowing real time game updates for multiple users.
- Designed arch-diagrams for several FE/BE services demonstrating dataflow, logic & JSON contracts for multi-level microservice architecture.

6° of Kevin Bacon - github.com/seth-way/degs-o-kev-bacon - **Solo Project**, Aug '24
- Created an original, logic-intensive puzzle challenge that provides a unique trivia experience.
- Built & hosted a custom Node/Express server that delivers users each custom-built puzzle using a RESTful API.
- Utilized DnD-Kit drag-and-drop hooks to make gameplay intuitive and reduce any potential learning curve.

WORK EXPERIENCE:

United States Army | Sergeant / Squad Leader | 6/2014 – 11/2019
- Supervised a team of five in completing work orders in a metal fabrication shop. Held authority over quality control and tasking.
- Mentor & manager to a team of 4-8 members with responsibility for their technical and career development.
- Managed & delivered on approximately 100 project deadlines in a demanding, fast-paced environment that required balancing work schedules with extensive military training demands.

EDUCATION:

The Turing School of Software & Design · *2024*
    Front End Software Engineering · *9-month Engineering School* ·Student Leadership Council

Microsoft Software & Systems Academy · *2019*
    Microsoft Software Associate (MTA) - Software Development Fundamentals · *19-week Course*

AWARDS / PARTICIPATION:

Army Commendation Medal (X2) · Army Achievement Medal (X2) · Army Good Conduct Medal · National Defense Service Ribbon · Non-Commissioned Officer Professional Development Ribbon · Overseas Service Ribbon · Parachutist Badge