

# SETH WAY · software engineer

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## CAREER SUMMARY:

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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:

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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)

## RELEVANT PROJECTS:

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### React Spinning Border – [github.com/seth-way/react-spinning-border](https://github.com/seth-way/react-spinning-border)

- Published a reusable, lightweight npm package (react-spinning-border) that achieved 300+ downloads within its first week, showcasing its demand and accessibility.
- Built with TypeScript, styled with TailwindCSS, and animated using Motion, ensuring a customizable and visually engaging component for React applications.
- Designed a comprehensive Storybook demo and documentation, providing detailed API references, usage examples, and customization options for developers.
- Empowered users with flexible props to configure border gradients, sizes, padding, and animation speed, making the component ideal for creating unique avatar or profile image designs.

### Chess with Frien-emies – [github.com/seth-way/chess\\_fe\\_microservice](https://github.com/seth-way/chess_fe_microservice)

- Developed a React-based microservice offering a real-time, multi-user chess experience using WebSocket connections and assignable rooms.
- Deployed the microservice as a standalone or consumable endpoint, enabling seamless integration into other applications.
- Designed and documented detailed architecture diagrams, outlining dataflow, logic, and JSON contracts for multi-level microservice architecture.

### 6° of Kevin Bacon – [github.com/seth-way/degs-o-kev-bacon](https://github.com/seth-way/degs-o-kev-bacon)

- Created a logic-intensive trivia puzzle challenge with a custom Node/Express RESTful API, dynamically delivering personalized puzzles to users.
- Enhanced user engagement with DnD-Kit drag-and-drop hooks, ensuring intuitive gameplay and minimizing learning curves.
- Delivered a unique trivia experience by designing a scalable backend architecture to support diverse puzzle variations.

## WORK EXPERIENCE:

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### 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 taskings.
- 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:

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### 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:

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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