

Shoel Uddin

Software Engineer

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Current Software Engineer student with the ability to pick up new languages and technologies as needed. Prior experiences include being an Army Veteran, and worked as an EOD Tech. Where I worked with other team members to render safe explosive hazards and dispose of them safely.

Software Development Skills

- Debugging, JavaScript, Python, Node.js, Express.js, PostgreSQL, Sequelize, Bootstrap, Flexbox, AWS, HTML, CSS, React, Redux

Education

Central Texas College | A.A. in General Studies | Killeen, TX October 2009 – July 2012
Navy School of EOD | Certificate in Explosive Ordinance Disposal | Eglin AFB, FL January 2013 – August 2013
Georgia Gwinnett College | B.A. in Criminal Justice | Lawrenceville, GA January 2017 – Dec 2018
DigitalCrafts | Certificate in Software Engineering | Atlanta, GA October 2020 – February 2021

- Software engineering training program covering full-stack development including, but not limited to JavaScript, Python, including an emphasis on cutting-edge frameworks like React/Redux and server-side technologies including Node.js, Express, and PostgreSQL.

Software Development Portfolio

Gamer's Paradise | [Live App](#) | https://github.com/k5tuck/Gamers_Capstone January/February 2021

- Member of a 4-person development team, this app allows gamers to meet in one location to share experiences, learn about other games and connect with other gamers.
- Primary responsibility included connecting routers, making components, and pair program to debug.
- Backend/Capstone project that was built using Node.js, Express, PostgreSQL, CSS, Sequelize, and React.

Dinning with ISS | [Live App](#) | <https://github.com/wesleyhedrick/Dining-With-The-ISS> November 2020

- Member of a 4-person development team building a site that allowed anyone to see where the International Space Station (ISS) was at real-time and pull up few restaurants based on the grid location at that time.
- Primary responsibility included locating the API for the ISS and importing the data to be useful on the HTML site, along with JavaScript. Also consulting on the CSS and DOM manipulation.
- Built using HTML, CSS, and JavaScript

Responsive EOD Site | github.com/shoel-uddin/web-page-example/tree/main/responsive November 2020

- The site gives minor information as to what an Army EOD Tech does as a profession.
- This was a solo project done in order to see how a site can be built using HTML, CSS, and be responsive.
- Built using HTML and CSS

Tamagotchi Pet | github.com/shoel-uddin/Python-Game-Project October 2020

- This project was done to explore what we had learned on the python language and our understandings of imports and exports of files. This mini game allows one to adopt, feed, and care for a pet.
- Built using Python

Professional Work Experience

C.W. Matthews | Crane Operator | Marietta, GA Feb. 2020 – Sep. 2020

- Worked as a Crane Operator
- Responsivity included the safely off all workers within the operations of the crane, keeping up with the safeties outlined by OSHA, and as well as maintain the equipment being operated.

U.S. Army | Mechanic, EOD Tech | U.S., Afghanistan, Australia, India October 2008 – January 2017

- As a mechanic I was a shop foreman who oversaw all maintenance work were conducted properly and efficiently.
- Maintained over \$10 Million equipment and battle ready.
- As an EOD Specialist I was part of a team who have been tasked with rendering safe ordinances and disposing of them safely.
- I was an EOD Sergeant in charge of lower enlisted personnel, ensuring teams had UpToDate training and over \$2 million equipment's were free from damages and ready for use at all times.
- I have worked with federal, state, and local agencies, as well as foreign agencies when it came to VIP missions, out of the country, ensuing safety of all members involved within the missions.