

Theodore (Beckett Fenner) Robinson

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Aiming to learn quickly in a new field, Theo found structure and community in GA's SEI program, through which he unearthed more of his love of problem solving. Light-hearted and detail oriented, Theo aims to understand his personal unknowns with creativity from his past in music.

Skills:

HTML, CSS, JS, React, Python3, SQL, Express.js, Postgres, MongoDB, Canvas

Experience

Software Engineering Immersive Fellow | General Assembly | Remote | Nov 2022 - Feb 2023

Successfully completed 500+ hours of expert led instruction in fullstack development and algorithmic problem solving and hands-on learning of React.

Developed projects include:

- [eciN-stagram](#): Mock-up instagram using a tensorflow model to stop any toxic commenting. I did all of the CSS and helped structure some of the back end controllers. Made media queries for phones. As well, I did most of the debugging if anyone ran into problems. Overall, it was fine, the group of four was not the most cohesive. I learned the importance of the mobile first approach.
- [McFacebook](#): Mock-up twitter featuring blue as the highlight color. I did the near entirety of the back end routes and controllers for a MongoDB database connected to React. I also was tasked with doling out tasks for the rest of the group, giving problems I saw important to those who would learn through solving them. The group cohesion was nice and the project came out fully functional.
- [Online Gallery](#): A solo project based around the MET Art API. Basically a search engine for the API with a login/signup and ability to add art to favorites and feature them on your profile. The user experience was taken into account, the flow of the pages is nice. Some API calls run into issues.
- [THE Official Saving the World Video Game™ real](#): First experience coding and was tasked with creating a game in JS canvas. Inspired by IWB TG and IWB TB and the common trope of saving the world. Was a fun experience, though the controls break after the first screen. Original art and music.

Game Master | Questroom | LA | Oct 2021 - Feb 2022

- Aimed to keep immersion for customers by improvising as set characters for each escape room.
- Reset rooms quickly and correctly to allow each customer the same puzzle solving experience.

Scooper | J.P. Licks | Boston | July 2021 - Aug 2021

- Memorize a set of drinks and sundae options.
- Quickly scoop ice cream and work with peers to keep the work area clean and stocked.

Education:

General Assembly | Software Engineering Immersive | Remote | Nov 2022 - Feb 2023

BA in Clarinet Performance | New England Conservatory | Boston | 2021