

Thelonious Fox | Full Stack Engineer

[Portfolio](#) | (206) 369-1758 | Pullman, Washington | thelonious06@gmail.com | in/thelonious-fox | [github](https://github.com)

As a full stack software engineer with a background in hospitality management, I bring a unique perspective to solving problems and a passion for collaboration. My journey into software engineering is fueled by a desire to innovate and provide new perspectives. My focus is on crafting innovative digital products that balance aesthetic appeal with user-centric functionality.

TECHNICAL SKILLS

HTML | CSS | Javascript | Node | Express.js | MongoDB | React | Git | Github | Ruby | Python | Django | SQL

RELEVANT EXPERIENCE

Ruckus | Team Concept Project

Engineer/Database Manager | [Github](#)

- Played a pivotal role in the development of Ruckus, a robust social media platform fostering idea-sharing and community engagement.
- Led the management and optimization of data structures using PostgreSQL and Django, enabling efficient posting, liking, and profile customization functionalities.

Art Gallery | Solo Concept Project

Software Engineer | [Github](#)

- Engineered a personal art gallery application, used React, to craft an intuitive frontend interface.
- Implemented comprehensive backend functionalities and CRUD operations utilizing MERN stack.

Bar Crawl Tracker | Solo Concept Project

Software Engineer | [Github](#)

- Conceptualized and developed a bar crawl tracking application, integrating HTML, CSS, Node.js, and Express.js for seamless functionality.
 - Designed with a focus on user experience, featuring multi-page rendering and real-time updating capabilities.
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WORK EXPERIENCE

Kitchen Lead

Chi Omega Inc.

Pullman, Washington

2020-2023

- Created new training protocols, helping with the successful onboarding of 5 new team members.
 - Aided with an overhaul of food service standards for over 100 guests, implementing strategies to align with COVID-19 safety protocols.
 - Promotion to Lead after 1.5 years
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EDUCATION

General Assembly

Software Engineering Immersive

Graduated April 2024

- Full-stack software engineering immersive student in an intensive, 12-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

Washington State University

Areas of Study:

Pullman, Washington

2019-2023

- Hospitality Business Management
- Management Information Systems
- Marketing
- Accounting
- Economics