Shawki Kased
–Software Engineer–

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SKILLS: Ruby, Rails, JavaScript, React, Redux, PostgreSQL, MongoDB, Mongoose, Express.js, Node.js, HTML, CSS, Git, jQuery, RSpec, Heroku

PROJECTS:

BRAINFLASH *Ruby on Rails, React, Redux*   Live | Github
Studying website inspired by Brainscape where users can create flashcards for easy access studying.
- Coded Active Record associations between User, Card, and Deck entities on a model level to provide easy structuring of JSON views for the backend to serve in response to HTTP requests from the frontend.
- Implemented an *onClick modal component* that adds Cards and/or Decks and triggers an update state event to the index page, delivering a quick and easy flashcard maker.
- Designed a study page that uses a *hideComponent onClick* function that changes the state of the viewable answer, giving the user a mental test of their material, making for easy effective studying.

CRIMEWATCH *MongoDB, Express, React, Node.js*   Live | Github
A web application that allows Samaritans to report local crimes/incidents in their neighborhood.
- Constructed a *check logged-in function* to give the user either the login or report forms based on status.
- Created an Incident Item component that takes the latitude, longitude, category of crime, and description inputs that are given in the Report Form and returns it properly labeled and pushed to the Incident Index object that displays the full list of reports to the front page.
- Structured report with filler data to be used as a sample API response test on Google Map Location tracking, ensuring it works properly before implementing the report form.

STORY QUEST *JavaScript, HTML, CSS*   Live | Github
JavaScript text adventure game based around selection boxes with multiple paths and scenarios.
- Executed a game logic that creates a tree-based choice box system using tree nodes as buttons, each of which corresponds to a unique Id that shifts the story scenario.
- Defined an array-based data structure containing the story objects that each represents a scenario with its own options and id for button tree nodes to access and trigger the population of the appropriate scenario in the DOM.
- Built a location object of background images used with an associated story object to render the proper background for the player's current progress.

EDUCATION:

New York City College of Technology- *AS Computer Science*   Fall 2013-Spring 2017
Relevant Coursework: C++, Discrete Structures, and Algorithms

AppAcademy   Winter 2019
1000+ Hours Coding Bootcamp with a 3% acceptance rate, focusing on Ruby on Rails and various JavaScript Frameworks

EXPERIENCE:

Supermarket Deli Employee: *Foodtown of Kensington*   June 2011 - Jan 2020
- Assisted multiple customers with their everyday service needs, leveraging great social interactions to increase overall customer satisfaction.
- Increased life span of perishable items by following code of conduct and sanitation, resulting in lesser stock spending.
- Oversaw newer coworkers on intensive and department focused tasks, resulting in increased reliability.

Insurance Agent: *Aflac*   June 2018 - June 2019
- Demonstrated high stamina and tirelessness with over 100 cold calls a day, resulting in numerous appointments that lead to new customers.
- Gained good relationships with professional businesses and coworkers during appointments and prospecting, leading to follow-ups.
- Attended multiple company-specific events, aiding superiors and assisting in presentations, hand-outs, material handling, etc, ending everything very smoothly.