Nia Jean-Pierre

Software Engineer

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PROFILE

Conscientious professional with four years of experience in managing teams and providing solution oriented service. Eager to apply recent studies in full-stack web development, leadership, collaboration and problem-solving skills to combine analytical skills and creative abilities using JavaScript, HTML, CSS, and React, within a software engineering role.

KEY SKILLS

HTML, CSS, SCSS, JavaScript, Node.js, Express.js, React.js, MongoDB, Bootstrap, Agile, Scrum, VsCode, GitHub, macOS

TECHNICAL EDUCATION

Full-Stack Web Development

October 2023

Kenzie Academy from Southern New Hampshire University, Indianapolis, IN

- Completed a 9-month certification program focused on Full Stack Web Development (MongoDB, Express, React, Node).
- Generated and enhanced hands-on/intensive/project-based training in using HTML, CSS, and JavaScript, as well front and backend frameworks like Node.js, React.js, and MongoDB.
- Developed self-efficiency in researching, designing, and developing web-based applications.
- Learned to navigate the Software Development Lifecycle (SDLC) and created web-based applications that request and process input from a user using HTML, CSS, and JavaScript.

TECHNICAL PROJECTS

Kenzie Cart App, *Primary Software Engineer* | React, JavaScript, HTML, CSS July 2023 https://github.com/KenzieAcademy-Students/kenziecart-app-niajeanpierre

- Strategically created code using JavaScript to create a functioning user interface.
- Wrote JavaScript and used React to display real time pricing, accept coupon code, and provide a seamless checkout.
- Analyzed user needs and software requirements to determine feasibility of design, ensuring project completion by targeted due date.

 $\begin{array}{ll} \textbf{Connect Four, } \textit{Write JavaScript \& CSS} \mid \textbf{JavaScript, HTML, CSS} & \textbf{April 2023} \\ \underline{\textbf{https://github.com/KenzieAcademy-Students/teamwork-assessment-connect-four-jasummey}} \\ \end{array}$

- Collaborated on the CSS stylesheet to give the project user-friendly formatting and appeal.
- Implemented JavaScript to write functions for starting the game in order to make the gaming system operable.
- Debugged JavaScript code to increase functionality and make the application more user friendly.

WORK EXPERIENCE

Adjunct Instructor

January 2022 - Present

Mercer University, Atlanta, GA

- Developed and taught online courses in mastery proficiency of graduate students.
- Designed course content, including lectures, assignments, and assessments, to enhance student engagement and learning outcomes.
- Strategically organized data using virtual systems to increase graduate student success rates.
- Designed a series of multimedia presentations in Google Slides and Microsoft PowerPoint to increase professional training and development for all educators.
- Conducted live virtual sessions and moderated discussion forums to facilitate student interaction and address questions.
- Utilized research-based practices in order to increase graduate student achievement and educator efficiency in the classroom.
- Evaluated and provided constructive feedback on graduate student assignments and projects, fostering their development and understanding of the subject matter.

Teacher Leader

July 2019 - October 2022

Atlanta Public Schools, Atlanta, GA

- Managed educator teams to exceed proficiency in the classroom.
- Strategically organized data using *Schoolytics* to increase student success rates and test scores.
- Designed a series of multimedia presentations in Google Slides and Microsoft PowerPoint to increase professional training and development for all teachers.
- Utilized research-based practices in order to increase student achievement and teachers efficiency in the classroom.
- Initiated an effective 2-way communication system to increase student success data and test scores.

ADDITIONAL EXPERIENCE

Lead Instructor

May 2019 - July 2019

Drobots Company, Atlanta, GA

- Strategically organized beginner coding activities using *Sphero SPRK* programming lab application and courses to introduce students/campers to soft coding skills.
- Executed lesson plans involving drones, game development, robotics, design, engineering, and programming to increase students ability to excel in STEAM-based learning.
- Managed instructor teams to increase instructor engagement, success rate, and proficiency in teaching the content.