

Nathalie Coursey

Software Engineer - Knightdale, NC
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[in/nathaliecoursey](#) - [nathcoursey.github.io/my-portfolio/](#) - [github.com/NathCoursey](#)

Focused and detail-oriented Software Engineer with an extensive artistic background, interested in building and maintaining reliable applications. Passionate about getting things done the right way and helping others. My tools include Python, JavaScript, and React.

SKILLS

Languages - JavaScript, HTML, CSS, Python, SQL, Mongo, JSON, Typescript, EJS, DTL | **Database** - PostgreSQL, MongoDB | **Libraries and Frameworks** - React (class based and hooks), Express.js, Django, JQuery, Bootstrap, Semantic UI, Bulma | **Other** - RESTful Routing, JSON api.

Fluent in spoken and written - Italian, English and Spanish.

PROJECTS

[Sorteday](#) | Full-stack web application

10/2022

A to-do app to keep track and add new tasks.

- Implemented **Python**, **PostgreSQL**, **Django** REST framework to set up models in the back-end of the application.
- Incorporated **React** frameworks on the frontend and efficiently obtained data from **Django** rest API using axios.

[myBooksy](#) | Full-stack MERN application

09/2022

A book website to find, review or buy your next read.

- Collaborated in a team of 4 software engineers in a 2 week sprint in an Agile environment.
- Utilized **Express**, **Node.js**, **Mongoose** and **MongoDB** to build the backend.
- Implemented **React** frameworks to build components, pages and better UI on the frontend.

[DBTrippin'](#) | Full-stack web application

08/2022

A travel website to plan, record, and share travel experiences.

- Collaborated with a team of 3 software engineers in a 1-week sprint
- Utilized **Express**, **Node.js**, **Mongoose**, and **MongoDB** tools to reverse engineer an existing website by implementing our own databases and ideas.

[2048](#) | Front-end game

08/2022

A tile-based game similar to Sudoku with the goal of reaching the sum 2048.

- Implemented front-end technologies such as **HTML**, **CSS** and **JavaScript** to build an interactive and dynamic browser based game.

EXPERIENCE

Tinting and Vehicle Wrap Technician | Morpheus Design - Boynton Beach, FL

04/2020 - 01/2021

- Wrapped vehicles to customer specifications; maintained strong education on latest methods, products and techniques for wrap applications through available training and courses.
- Inspected, maintained, and repaired sprayers and vehicle wrapping equipment.
- Provided outstanding customer service to extend relationships for future business opportunities.

EDUCATION

Software Engineering Immersive Program

07/2022 - 10/2022

General Assembly | Remote

Full-stack software engineering immersive student in an intensive, twelve-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.