

Helen Lehrer, Frontend Web Developer

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*Inspired frontend web developer transitioning from a career in entrepreneurship, education, and media production.
Motivated to integrate creativity and analytical problem solving to build innovative solutions for the web.*

TECHNICAL SKILLS

Languages | Javascript, Typescript, SQL, C#, HTML5, CSS3,

Front-End | React, Redux, Sass, Bootstrap, Websockets, Framer Motion, Material UI, Responsive Design, Webpack, Netlify, Vercel

Back-End | Node.js, Express.js, Prisma ORM, RESTful APIs, MySQL, PostgreSQL, MongoDB, Entity & .NET Framework, Fly.io

Developer Tools | Git, Github Actions, Docker, Visual Studio Code, Postman

Methodologies | TDD / Jest, Agile Development, CI/CD, DRY Code, Pair Programming

APPLICATION DEVELOPMENT PROJECTS

SUPER PACART | React, Typescript, Socket.io, Prisma, PostgreSQL, ExpressJs, ViteJs, Fly.io Feb 2023 – Mar 2023

A full-stack multi-player web game prototype that combines elements from PacMan, MarioKart, and Snake.

- Led the development of key game elements by implementing Node.js/Express RESTful API endpoints, designing the PostgreSQL/ Prisma database schema, strategically planning React state management, and implementing effective disconnect error handling, resulting in a highly scalable, reliable, and robust full-stack system.
- Independently implemented key features such as Google Auth integration, gameplay UI wrapper, lobby and end-game modals, database updates, CSS styling, and client-side API calls, enhancing the game's usability, functionality, and user experience.
- Successfully managed the deployment of the server and database on fly.io, including the configuration of Dockerfiles, ensuring seamless and efficient deployment of the web game prototype.

EXPERIENCE

Software Development Intern

Jan 2023 – Mar 2023

EyeCue Lab

Portland, OR

- Served as a key member of a 4-person team in the collaborative planning, development, and deployment of Super Pacart, a full-stack multiplayer web game prototype.
- Employed agile methodologies such as sprint planning, product backlog grooming, and daily stand-ups to ensure efficient, effective collaboration and progress tracking.
- Worked under the mentorship of EyeCue Lab engineers, leveraging their expertise to refine development processes and streamline project workflows.
- Contributed to all stages of development, including database design, front-end and back-end programming, and user interface development.

Small Business Founder

Jan 2021 – May 2022

Grow Together Microgreens

Vero Beach, FL

- Quickly learned and mastered the skills needed to cultivate 14 varieties of microgreens, ultimately yielding 15 lbs. per week.
- Developed a successful business selling the microgreens to local restaurants and farmers markets, generating \$5,000 in revenue within the first quarter of operation.

Curriculum Coordinator & Educator

Aug 2018 – Dec 2020

Space of Mind, A Modern Schoolhouse

Delray Beach, FL

- Developed curriculum for and instructed 10+ project-based learning courses across a range of subjects from digital media to a programming introduction course that covered the fundamentals of web development, HTML, CSS, and Javascript.
- Led the transition to remote learning at the onset of the COVID-19 pandemic, overcoming technical and logistical challenges to retain 100% of students and 95% average participation across all classes.

EDUCATION

Full-Stack Web Development Certificate

Aug 2022 – Mar 2023

Epicodus

Intermediate Javascript Certificate

July 2022

Portland Community College

Responsive Web Design & Javascript Algorithms/Data Structures Certificates

June 2022

freeCodeCamp

Bachelor of Arts in Digital Arts and Sciences, Cum Laude

Jul 2013 - Jul 2017

University of Florida