

MICHAEL ABBOTT

BACK-END SOFTWARE DEVELOPER

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SUMMARY

Former Production Artist/Graphic Designer bringing experience building scalable, iterative production solutions, to back-end software development. I have always enjoyed reading the documentation to better leverage software and now I have developed skills to build the software itself.

SKILLS

- Ruby
- PostgreSQL
- Heroku
- Ruby on Rails
- RSpec
- Atom
- Git
- TDD
- RESTful APIs
- SQL
- Travis CI
- Faraday

PROJECTS

- Travel Buddy**, Group Project (6 contributors), 10 days Sept 2021
- Road trip planning app to manage collaborative checklists and view weather forecasts
 - OAuth with Spotify
 - Back-end API Rails app exposes multiple endpoints that consume 2 external APIs and a PostgreSQL database
 - Front-end Rails app interacts with the back-end API to CRUD data
- Viewing Party**, Paired Project, 10 days Sept 2021
- Rails, Heroku hosted web app to search for movies, and invite friends to a viewing party
 - Self-referential, PostgreSQL database; JSON API consumed to retrieve movie data
 - User authentication with an email and password; stored in the database using bcrypt
- Enigma**, Solo Project, 5 days June 2021
- REPL tool, built from an interaction pattern, that encodes and decodes text
 - Encryption algorithm built from scratch based on the interaction pattern
 - Developed using Ruby and principles of OOP

EDUCATION

- Back-End Engineering Certificate**, Turing School of Software & Design MAY 2021 - Present
- Fully remote; 7-month(1,700 hours), full-time, intensive software engineering school
 - Accredited by the Accrediting Council for Continuing Education & Training (ACCET)
- Bachelor of Fine Arts - BFA**, Washington State University Jun 2006

EXPERIENCE

- Digital Imaging Designer**, Cutter & Buck, Renton, Washington Jan 2020 – Mar 2020
- Utilized Adobe Indesign's Data Merge function to pull data from CSV files to efficiently build graphical marketing content that leveraged existing product copy.
- Web Imaging and Digital Art Specialist**, Cutter & Buck, Renton, Washington Jan 2018 – Jan 2020
- Implemented an Excel/command-line workflow that allowed the company to efficiently reuse ecommerce image assets for multiple partners and for internal use.
- Logo Coordinator**, Cutter & Buck, Renton, Washington Jan 2017 – Jan 2018
- The first 4-5 months of my time in this role was spent exclusively on a large NCAA licensing submission template and submission process redesign to meet updated IMG College Licensing UPI requirements.
- Production Artist**, STT Sports Lettering Co., Seattle, Washington Nov 2007 – Dec 2016
- Designed and implemented a complete production workflow for an innovative dye-sublimated, laser-cut, appliqué product, allowing the company to produce product for the NFL's Seattle Seahawks' retail jersey sales.