C / M

COFFEY MAY

SOFTWARE ENGINEER

CONTACT

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EDUCATION

NASHVILLE SOFTWARE SCHOOL
2019 | 2020
CERTIFICATE DEGREE IN FULL-STACK
DEVELOPMENT
WATKINS COLLEGE OF ART AND DESIGN
2003 | 2007
BACHELORS OF FINE ARTS

WORK HISTORY

PHOTO-REALIST OIL PAINTER
2008 | -PRESENT
VARIOUS OIL PAINTING COMMISSIONS
FOR PRIVATE CLIENTS AND COLLECTIONS.
TECHNIQUES RANGING FROM CLASSICAL,
DUTCH, TO CONTEMPORARY.

PHOTO-REALIST OIL PAINTER
2014 | -PRESENT
GREATER CATHOLIC DIOCESE OF
NASHVILLE
COMMISSIONS OF REALIST OIL PAINTINGS
DEPICTING VARIOUS RELIGIOUS THEMES,
MOTIFS, AND NARRATIVES.

SERVER
CUSTOMER SERVICE AND SALES AT FOOD
SERVICE INDUSTRY 2001 | 2020
MY EXPERIENCE IN THIS INDUSTRY
PROVIDED ME WITH NUMEROUS SKILLS
AND EXPERTISE REGARDING FULFILLING
CUSTOMER NEEDS, WORKING IN TEAM
ENVIRONMENTS, AND ORGANIZING DATA
TO FULFILL ORDERS, AND CONDUCT
INVENTORY REPORTS.
NOSHVILLE DELICATESSEN | 2001-2015
SAMBUCA | 2015-2017
TABLE 3 | 2017-2019
UNION COMMON | 2019-2020

ABOUT ME

I was Initially drawn to Software Development for the challenge of learning a new creative tool. The creative potential of working with and understanding data greatly interests me. My background in Art and Design, coupled with my ability to develop software, fills a vital role that is needed in todays tech landscape. My greatest passion regarding Software Development lies in the intersectionality of UI/UX and functionally streamlined
applications. I am interested in user friendly application development that incorporates carefully considered design principles with ease of use. I enjoy Software Development because there is a plethora of things to continually learn about and innovate with.

TECHNICAL EDUCATION AND EXPERIENCE

SOFTWARE DEVELOPER
NASHVILLE SOFTWARE SCHOOL
2019 | 2020 : CERTIFICATE
Comprehensive, 6 month software development program with a concentration on full-stack technology training. The construction of software applications in individual and agile team environments, as well up to date development practices in a multitude of technologies. Git and GitHub utilized for version control Simulated agile work environment Use of HTML5, CSS, JS, React, and C# for the development of front and back-end development projects.

EDUCATION

WATKINS COLLEGE OF ART AND DESIGN
2003 | 2007 : BACHELORS OF FINE ART
Formal instruction in 2-D design, sculpture, graphic design, multimedia, art history, and web design. 4 year liberal arts education with emphasis on critical theory and contemporary art.

PROJECTS

•DOG-NASIUM | CLIENT-SIDE CAPSTONE
HTML5 | CSS | JAVASCRIPT | JSX | REACT
This project depicts a fictional business that is an indoor dog park. Featuring amenities such as a restaurant, a cafe, and a pet store, this site allows users to create a purchase plan of their choosing. full CRUD functionality was developed using react. A locally built JSON database is utilized for the data provider and serves as a mock API.
Link: https://github.com/Coffey-May

•CONTEMPORARY REALISM AND OTHER WORKS | SERVER-SIDE CAPSTONE
ASP.NETCore MVC with IDENTITY and ENTITY FRAMEWORK
This Application is a personal artist e-commerce website in which different user roles allow differing user experiences. The admin role allows an artist to perform CRUD operations on artworks and their details, which will be purchasable by a non-admin user.
Link: https://github.com/Coffey-May

SKILLS AND TECH-STACK

HTML5/CSS3	NPM	GIT/GITHUB.
REACT	SQL	ADOBE PHOTOSHOP
BOOTSTRAP	MATERIAL UI	ENTITY/IDENTITY FW
JAVASCRIPT	API'S	JSON SERVER
C#	ES6	VISUAL STUDIO / CODE
ADO.NET/MVC	.NETCore	ADO.NET
ASP	FIGMA	POSTMAN