

# Kenneth Reichelderfer Jr.

## Full Stack Software Engineer

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I am a software engineer, a musician, and an experienced Customer Service Representative who thrives in a team environment and is committed to personal and professional growth. I leverage my adaptability and flexibility as a musical performer to provide impactful coding solutions in any situation. My attention to detail informs my ability to assist others in code logic and design and my analytical and problem-solving skills help me deliver the best product and application possible.

### SKILLS

- Programming Languages: HTML, CSS, Javascript, Python
- Frameworks/Libraries: React, Flask, Django, Mongoose, Express
- Databases: MongoDB, Postgresql, SQLite
- Tools: Github, Git, Heroku, Postman

### RELEVANT EXPERIENCE

**Software Engineering Flex Immersive | General Assembly** | Remote | 06/2021 - 12/2021 - Successfully completed 500+ hours of expert led instruction in HTML, CSS, Javascript, and Python and hands-on learning of React, the Express library, databases, and Flask. Developed the following projects:

- **Ken-tris** | [GitHub Repo](#) | [Deployed Site](#) | Built with HTML, CSS, and Javascript – Recreated a game application version of Tetris that is based on Tetris: The Grandmaster series.
- **Ken's Kitchen** | [GitHub Repo](#) | Built with HTML, CSS, Javascript, Express, Bcrypt, Mongoose, MongoDB – Designed a backend application that serves up pages and renders data from a database to track ingredients in an individual's kitchen and pantry.
- **Search Flix** | [GitHub Repo - Backend](#) | [GitHub Repo - Frontend](#) | Built with HTML, CSS, Javascript, React, Express, Mongoose, MongoDB – Worked with a team of software developers to design a full-stack application that allows users to search for movies using a public movie API and add movies based on users' favorites list.
- **Run the Set** | [GitHub Repo - Backend](#) | [GitHub Repo - Frontend](#) | Built with HTML, CSS, Javascript, Python, React, Django, PostgreSQL – Utilized Django to build an application that allows users to track fighting matches. Next steps involve using Recharts to show statistics based on the players and characters used.

**Customer Support Representative | Blizzard Entertainment** | 10/2010 - 12/2018 - Provided support to ten million+ players regarding gameplay, payment, and technical issues in World of Warcraft, while also supporting other Blizzard IPs such as StarCraft II, Diablo III, etc.

- Graduated from In-Game Support to an expanded role that includes In-Game Chat, Live Chat, and Phone Support

### EDUCATION

**General Assembly | Software Engineering Flex Immersive** | Remote | 2021