

Helen 'El' Marshall

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Full stack web developer with a passion for social justice, the arts, and the potential of technology to improve our lives. I transitioned to coding to best use my love for logical thinking and creative problem solving to contribute to the world around me, gaining experience in Ruby on Rails, JavaScript, React, and Redux. I bring my background in social work, psychology, and administration to identify creative and accessible solutions to address everyday needs and expand the horizons of possibility for all types of people.

TECHNICAL PROJECTS

The World Builder's Tome - [Github](#) | [Demo](#)

A story-building tool that enables novel writers or rpg game masters to create and organize robust and complex fictional worlds.

- Created a dynamic and interactive notebook with React and Redux
- Developed a Rails API backend with endpoints for unlimited worlds, stories, characters, and more
- Utilized JSON Web Tokens and localStorage to store encrypted user information client-side
- Created plans for expanding word processing and image storage functions, as well as streamlined navigation

Dish It Up - [Github](#) | [Demo](#)

A recipe site for finding and storing your favorite recipes by name or ingredient.

- Scraped allrecipes.com to provide the top 20 recipe listings based user-input search
- Employed high-order React components to implement authorization and loading screen features
- Developed Rails API backend and JS frontend to provide pantry and shopping list functions for tracking ingredients

Bite Size DnD - [Github](#) | [Demo](#)

A single page web app that provides character sheets and play resources for '10 Minute Dungeon,' a scaled down version of DND intended for short session play.

- Developed a Rails API backend to track characters, classes, races, and more
- Devised logic in Ruby and Javascript to enable tracking of multiple characters, simple levelling, and dice-rolling
- Designed user interface for simplicity and ease of use to facilitate fast-paced play
- Playtested through regular use across lunch breaks for 4 weeks with shifting group of 4-6 players

TECHNICAL SKILLS

Ruby, Rails, SQL, SQLite, PostgreSQL, JavaScript, React, Redux, Git, HTML, CSS, Semantic & Material UI

EMPLOYMENT HISTORY

USI Insurance Services

Seattle, WA

Licensing Coordinator

October 2016 - June 2019

- Coordinated with state insurance departments nationwide to obtain and manage licenses for more than 7,000 employees
- Managed compliance with state and federal laws and regulations for over 50,000 individual licenses across all 50 states
- Guided more than 100 first time licensees through differing state-level processes, following up until completion
- Verified and tracked employee compliance with Continuing Education Requirements
- Maintained license database and state reporting, including changes related to onboarding and termination of employees
- Executed high stakes legal name change process for acquired business entity across all 50 states

Work Opportunities Inc.

Lynnwood, WA

Employment Specialist III

July 2015 - October 2016

- Assisted more than 5 clients with disabilities in developing and employing career path plans and provided on-site job training and support to more than 12 additional clients
- Oversaw 10-20 case records and files at any given time, tracked necessary updates, gathered relevant information
- Developed employment positions with more than 50 community businesses to meet individuals' and employers' needs
- Maintained positive and successful working relationship with the client, their circle of support, the referring agency, employers, and other involved parties

EDUCATION

Flatiron School

Seattle, WA - 2019

Full Stack Software Engineering Program

Whitman College

Walla Walla, WA - 2015

Bachelor's of Arts in Psychology with Honors, Magna Cum Laude, GPA 3.8