

MICHAEL McGOWN

WEB DEVELOPER

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SUMMARY

I am a passionate and dedicated web developer who utilizes creativity and careful analysis to solve problems. I especially enjoy finding solutions to riddles, puzzles, and logic challenges as they relate to programming. My objective is to apply my communication, teamwork, and coding skills to a position where I can build web applications while continuously learning and teaching others.

PRIMARY SKILLS

- JavaScript
- HTML
- CSS
- jQuery
- Unix CLI
- GitHub

SECONDARY SKILLS

- ReactJS
- Node.js + Express
- Ruby on Rails
- MongoDB
- SQL
- Bootstrap

EXPERIENCE

• GENERAL ASSEMBLY, RI

May – August 2018

Web Development Immersive

Designed, coded, and deployed four projects (one front-end, three full-stack) as part of a 13-week-long, 500-hour plus training program. Learned to think like a programmer, write DRY code, follow version control using GitHub, collaborate in a team, and work according to Agile Methodology.

Projects

- **Foovie** – Developed full-stack app to help clients create food and movie plans. Users can add, update, and delete new plans. Technologies include HTML, CSS, JavaScript, jQuery, Bootstrap, Node.js + Express, and MongoDB.
- **Inventory Management Systems** – Co-developed full-stack app with two team members to add, update, and delete warehouse items to a store's inventory. Technologies include HTML, CSS, JavaScript, jQuery, and Bootstrap, Node.js + Express, and MongoDB.
- **ChoreTracker** – Developed full-stack app with user login to add, update, and delete chores. Technologies include HTML, CSS, JavaScript, jQuery, Bootstrap, Ruby on Rails, and SQL.
- **TicTacToe** – Developed front-end game app based on simple tic-tac-toe. Technologies include HTML, CSS, JavaScript, jQuery, and Bootstrap. Also created user login and AJAX calls via RESTful routes to a prescribed backend.

• BLACKSTONE VALLEY PREP, RI

July 2017 – March 2018

English & ESL Teacher

Designed and implemented diverse curricula and assessments for middle and high school students. Utilized data from assessments to modify lessons and adapt lesson material. Collaborated with colleagues, administration, and students' parents to best facilitate student development. Incorporated educational and assistive technology, including various web apps and learning platforms, to help engage, enhance, and monitor student effort.

• FOXBOROUGH REGIONAL CHARTER SCHOOL, MA

July 2013 – June 2017

• DANVILLE SCHOOL, VT

January 2012 – June 2013

EDUCATION

• UNDERGRADUATE

B.A. in English Language and Literature
University of Maryland, College Park

• GRADUATE

Master of Arts in Teaching Secondary English
Union Graduate College, Schenectady, NY