Malik Vance
FULLSTACK SOFTWARE ENGINEER

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Aspiring Fullstack Software Engineer with hands-on experience in front-end and back-end development, as well as self-taught skills in microsoldering, technical troubleshooting, sales, and repairs. I am eager to leverage my technical expertise, problem-solving abilities, and dedication to deliver innovative software solutions. Looking for an opportunity to contribute to a dynamic team and grow as a software engineer.

EDUCATION
Diploma in Computer Science and Specialization   December/2025
Atlas School, Tulsa, OK   GPA: 3.4

A peer and project-based 20-month software engineering school in Tulsa, Oklahoma. The curriculum began with the fundamentals of software engineering, starting in C, and worked up to Full Stack Web Development covering Front-End, and Back-End engineering.

College Area of Study (Accounting Degree)   August 2018 - 2019
Tulsa Community College, Tulsa, Oklahoma   GPA: 4.0

RELATED EXPERIENCE
Job Title   May 2021 – Present
Technician: Cellphone Hospital, Oklahoma
- ▪ Guided customers to make informed decisions based on the condition of their devices
- ▪ Built strong relationships with nearby stores, fostering business growth
- ▪ Managing store operations independently, meeting end-of-month sales targets
- ▪ Self-taught microsoldering techniques to repair complex devices
- ▪ Responsible for inventory management and store maintenance

OTHER EXPERIENCE
Job Title   August 2016 - 2021
Bartender: Olive Garden, Oklahoma
- Gained experience in various roles, starting as a dishwasher and working up to bartender
- Adapted to high-pressure situations during peak times, especially during the COVID-19 pandemic ensuring smooth operations
- Demonstrated strong teamwork and problem-solving skills in a fast paced environment

PROJECTS
Tourist Sim, https://github.com/chepeniv/tourist_sim
December/2024
Project Manager / Software Engineer Front End
- Made sure everyone was communicating and up to date on Project
- Created Dynamic Maze Generation: The game Features procedurally generated mazes
- Utilized multiple different Tech stacks: Python for back end logic, Flask For game APIs, and Javascript for maze regeneration
- Customizable Game Environment: The project is fully open-source, allowing anyone to download the repository and customize the game to suit users preferences

Hobby showcase, spacedandy15.github.io/atlas-bootstrap/
March/2025
Software Engineer using Html, CSS, and Bootstrap
- Created a website showing my creative hobby
- Accessibility and Responsiveness are key features found in this website
- Starting point for building websites for small businesses

Utilizing Cookies,
April/2025

Software Engineer using Html, Vanilla JavaScript, Web Storage API
- Developed dynamic, interactive shopping cart applications using vanilla JavaScript, including DOM manipulation, event handling, and JSON data management
- Implemented browser-based persistence with the Web Storage API (local storage and sessionStorage) to maintain cart state across page reloads and sessions
- Built end-to-end features-adding, removing, and clearing items-entirely in JavaScript without external libraries or frameworks

SKILLS
Frontend: Html, CSS, JavaScript
Backend: Node.js, Python, C, Flask
Databases: MySQL, PostGreSQL
Version Control: Git, Github

LANGUAGES
English

HONORS & AWARDS
"Principal's Honor Roll, Tulsa Community College"
"Perfect Attendance, High School"