

Kendra Marable

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EDUCATION

Lehigh University
Bachelor of Science in Computer Science

Bethlehem, PA
August 2019 – May 2023

TECHNICAL SKILLS

Languages: Python, Java, C, C++, Rust, HTML, CSS, JavaScript, TypeScript, SQL (Postgres, SQLite)

Frameworks: Spring, Angular, React, Next.js, Flask, Express, Node.js, Tailwind CSS

Tools: Git, Docker, Visual Studio Code, Postman, pgAdmin, Maven, Unity, Figma, Adobe Creative Cloud

Libraries: jQuery, TensorFlow, PyTorch, pandas

WORK EXPERIENCE

Stage Technician, Videographer August 2019 – May 2023
Zoellner Arts Center Bethlehem, PA

- Executed lighting, sound, and stage technician responsibilities, including setup, teardown, and live show operation, for numerous large-scale performances and events in a 1,000-seat theater and other smaller venues
- Organized setup, operation, and real-time troubleshooting of professional video recording equipment and network systems in order to capture and livestream events as a videographer
- Managed high volumes of media files as a video archivist, facilitating secure data transfer from physical storage devices to organized cloud-based archives

PROJECTS

Project Management Dashboard | *Java, Spring Boot, Angular, TypeScript, PostgreSQL*

- Developed a full-stack project management dashboard for company use, featuring a Spring Boot backend and Angular frontend to manage users, teams, and projects
- Engineered a Spring backend with 17 API endpoints supporting login functionality and full CRUD operations for user registries, announcements, teams, and projects; structured with layered controllers, services, and repositories connected to a Postgres database
- Built a responsive Angular frontend using custom styling and Angular Material components, featuring real-time form validation, dynamic error handling with backend feedback, and route guarding
- Implemented role-based access control, allowing admin users to create, update, and delete entities while restricting regular users to read-only access; authentication and session tracking ensure appropriate feature exposure based on user role

Who's That Pokemon? | *Angular, TypeScript*

- Designed and developed a guessing game in Angular where users identify Pokemon based on their Pokedex entry descriptions with the option to unlock hints to assist in making guesses
- Enhanced user experience and engineered gameplay logic by providing configurable settings (time limits, guess limits, filters) and including form validation in order to enforce input constraints
- Implemented a scoring algorithm factoring in accuracy, answer speed, and hint usage, and created a leaderboard showcasing the top 10 players and their final score results
- Ensured clean, maintainable, and scalable architecture and separation of concerns across gameplay and user management by containing business logic (PokeAPI data fetching and handling, user tracking, and settings validation) in separate service layers

CollegeBuddy Chatbot | *Python, Flask, JavaScript, SQLite*

- Engineered a full-stack web application using Python Flask to host a custom-built, artificially intelligent chatbot designed to support college students
- Integrated natural language processing (NLP) techniques with PyTorch, enabling the chatbot to interact in conversations, offer emotional support, and assist with academic planning
- Enhanced user engagement and productivity through the development of additional application features including an interactive calendar (synchronized with chatbot notifications), a group study session organizer, and personalized user profile pages
- Designed and executed the frontend interface from scratch, applying digital art and web design skills to ensure a visually engaging and user-friendly experience