

# Amoriss Mallett

## Software Developer

Greater Austin, Texas area

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[GitHub](#) | [Codewars](#) | [C# Certification](#) | [Video Presentations](#)

### OBJECTIVE

Experienced C# instructor with three years at TrueCoders, skilled in simplifying complex concepts and debugging code. Seeking a C# Developer role to leverage my expertise in software development, problem-solving, and team collaboration. I aim to align with the overall goals of the product and business team, and contribute to enhancing user satisfaction.

### EXPERIENCE

#### TrueCoders, Remote — *Instructor*

2022 - 2024

- Designed and delivered over 50 presentations, slides, and data visualizations using Canva and Google Slides, incorporating educational technologies like Blooket to improve student engagement and comprehension.
- Instructed and mentored over 100 students in C# and software development, covering critical topics such as methods, classes, Test-Driven Development (TDD), APIs, and ASP.NET Core.
- Developed and published at least 15 detailed "How-To" guides for practical software development tasks, including securing appsettings.json, which facilitated smoother project implementations and enhanced students' technical skills.
- Provided individualized support to 50+ students outside of class hours, assisting with project development and tool utilization (e.g., Git).

#### TrueCoders, Remote — *Teacher's Assistant*

2021 - 2022

- Assisted in teaching C# and software development, collaborating with the lead instructor.
- Guided students during lab sessions, helping them apply theoretical knowledge practically.
- Graded exercises and quizzes.
- Facilitated group discussions in breakout sessions and encouraged collaborative learning.

### PROJECTS

### SKILLS AND TECHNOLOGIES

**Programming Languages:** C#, SQL, HTML, JavaScript, CSS

**Frameworks & Tools:** ASP.NET MVC, Visual Studio, JetBrains Rider, xUnit, Bootstrap, API integration, Postman

**Development Methodologies:** Test Driven Development (TDD)

**Version Control:** Git, GitHub

**Databases:** MySQL, Dapper

**Design Tools:** Canva

**Currently Learning:** Docker, Clickup

### RELEVANT COLLEGE COURSES

Discrete Math

Programming Fundamentals I (Python)

Programming Fundamentals II (C++)

Computer Organization and Machine Language (MIPS assembly language)

Data Structures (C++)

Computer Ethics

Technical Writing

### REFERENCES

Michael Doyle, President, TrueCoders  
[mdoyle@truecoders.io](mailto:mdoyle@truecoders.io)  
Phone: 205-541-5910

## **Reservation Management System - Table Booking App**

- Developed a table booking app with a sleek Bootstrap UI.
- Implemented features for reservation management and user input validation using Dapper ORM.

## **OpenWeather API - Console Application**

- Built a console app to fetch and display weather data using the OpenWeatherMap API and HttpClient, and asynchronous methods for efficient data retrieval.
- Implemented modular design with separate classes for API requests and user input, improving maintainability.

## **CityBike API - Location Viewer**

- Created an ASP.NET Core MVC app to display bike-sharing locations via the CityBike API.
- Retrieved, deserialized, and filtered API data to present city names and e-bike availability.

## **Kanye REST - Conversation Simulator**

- Built a C# conversation simulator between two RESTful APIs.
- Originally utilized the Newtonsoft.Json NuGet package to parse objects and simulate a dialogue between APIs.
- Updated the project to map JSON data to class models and implement deserialization.

## **TacoParser — Geolocation Application**

- Parsed CSV data to locate Taco Bell branches and calculate distances using GeoCoordinate.
- Used TDD to ensure accurate location data.

## **BestBuy Data Management System - Product and Departments Manager**

- Created a console app with Dapper ORM for managing product and department data.
- Enabled retrieval, display, and creation of products and departments using MySQL.

## **Text Adventure - Chef's Challenge**

- Developed a C# text adventure game where players manage a three-course meal.
- Implemented branching scenarios and decision-making elements affecting game outcomes.