

Malik Vance

FULLSTACK SOFTWARE ENGINEER

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Broken Arrow, Oklahoma

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GitHub: <https://github.com/SpaceDandy15>

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. 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

CERTIFICATIONS/LICENSES: N/A

RELATED EXPERIENCE (Include any tech-related)

Job Title

May 2021 – Present

Cellphone Hospital Broken Arrow, 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

Most Recent Employer Name: Olive Garden

Broken Arrow, 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.
- Character Interactions
- 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

Version Control: Git, Github

LANGUAGES

English

HONORS & AWARDS

“Principal’s Honor Roll, Tulsa Community College”

“Perfect Attendance, High School”