Adam Johannesmeyer
Education: B.S. in Computer Science from the University of Nebraska at Omaha: 05/2014
Address: Capitol Hill - Seattle, Washington (Willing to Relocate/Remote)
Email: adam.johannesmeyer@gmail.com
GitHub: https://github.com/AdamJo/

Freelance Front End Developer (React, Angular 2+, and JavaScript ES6+)

I am currently creating, designing and implementing Single Page Applications using the newest technology and techniques that utilize the best performance and optimization techniques (PRPL Pattern).

Proficient in: Angular (2+), React, Redux, Karma/Jest, Webpack, Typescript, SCSS, Python, Git, Nodejs
Exposure to: MongoDB, Firebase, RxJs, Service Workers, Preact, Agile, SCRUM, MSSQL, Linux

Recent Projects

MiniDota.watch: (Angular 2) WARNING: Some player and team names could be considered offensive. A web application to spectate Dota 2 eSports matches with up-to-date scores along information on previous and upcoming matches.

- Parsed and organized APIs from around the web to create a dynamic multi-featured website using Node.js, Python, and Mongodb to process the information and Stripe payments.
- Database hosted on a Linux cloud server and SPA hosted on a serverless Firebase service.
- Utilized Lazy Loading, AOT compilation and compression to create a responsive SPA.
- Interacted with users to gain feedback, implement new features and generate profit.
- **Tools**: Angular 2+, Typescript, Firebase (serverless hosting), Webpack, Karma, SCSS

Deep Work: (React) Deep Work tracks one's deep and shallow work throughout the day, stores it, then displays it over weeks and months. This codebase uses the Atomic Design.

- Managed asynchronous events with Redux-Saga and hosted on a firebase backend.
- Built with Styled-Components to develop components and compartmentalize CSS.
- **Tools:** React, Redux, Redux-Saga, Firebase, Webpack, Service Workers, Jest

Everwaking: (Preact) A personal playground that utilizes best standards for optimization.

- Preact: A small (3kb) React like framework that focuses on speed and performance.
- Achieved near-instantaneous loading time with service works and offline caches
- Created a physics engine and used CSS to create a 2D and 3D graphics environment

Previous Work Experience - Email me for reference information.

Werner Enterprise Inc. - **Release Engineer I**   **May 2014 - July 2015**

- Created scripts to automate build processes across Linux and Windows environments to help create a Continuous Integration system for ease less and error free builds.
- Worked with different teams, developers and QA to deploy builds multiple times a day.
- Created websites that helped the team stay up-to-date with the daily builds. This helped the team stay organized and resulted in fewer communication errors and more time to focus on new tasks.
- **Tools**: Python 3, Java, Jenkins, Jira, Linux, Windows, Javascript, HTML, CSS, MSSQL

Werner Enterprise Inc. - **IT Internship**   **June 2013 - April 2014**

Tier 2 customer support working with Customers/Drivers/Employees accounts, database and coding issues. Worked in both SCRUM and Agile settings with daily meetups and monthly progress checks.

Further Education

FreeCodeCamp (coding boot camp): Front End Certificate
Udacity, Khan Academy: Browser Rendering Optimization, Website Performance Optimization, Client-Server Communication, Offline Web Applications, Algorithms