

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

Oct 2015 - Current

MiniDota.watch: ([Angular 2](#)) WARNING: Some player and team names could be considered offensive. Minidota allows you to spectate Dota 2 eSports matches with up-to-date scores along with previous and upcoming match information.

- 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.
- Scripted and automated a newly implemented Continuous Integration Jira pipeline.
- Worked with different teams, developers and QA to deploy, build and test 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 for customer, client and employee accounts to solve MSSQL database issues and .Net/C# bugs.
- Tasked with maintaining, solving and delegating customer support tickets to solve problems.
- Participated in both SCRUM and Agile settings with daily meetups and monthly progress checks.

Further Education : [FreeCodeCamp](#) (coding boot camp): [Front End Certificate](#) & Various MOOC's