

Adam Johannesmeyer

Education: B.S. in Computer Science from the University of Nebraska at Omaha: 05/2014

Email: adam.johannesmeyer@gmail.com **GitHub:** <https://github.com/AdamJo/>

Address: Capitol Hill - Seattle, WA (Willing to Relocate/Remote)

Proficient: Angular, React, Redux, Jest, Webpack, Typescript, SCSS, Chrome Dev Tools, Git, Nodejs

Exposure: MongoDB, Firebase, RxJs, Service Workers, Preact, Agile, SCRUM, MSSQL, Linux

Current: Nordstrom - Full Stack Developer (contract)

(React, Redux, Webpack, Node.js, and AWS)

Adam is part of the web performance team doing research and development for their React platform.

- Reduced bundle size of react app by improving webpack configurations.
- Introduced a new CSS bundling strategy to reduce initial bundle size.
- Debugged and fixed issues across the stack to create a more performance nordstrom.com.
- Helped educate members of other teams on best performance practices.

Recent Full Stack Projects

(React, Angular 2+, and JavaScript ES6+)

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.
- Interacted with users to gain feedback, implement new features and generate profit.
- **Tools:** Angular 2+, Typescript, [Firebase](#) (serverless hosting), [Webpack](#), Karma

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](#) structure and offline first.

- Managed asynchronous events with Redux-Saga and state with Redux.

Everwaking: ([Preact](#)) A personal website that utilizes best standards for speed, performance and offline.

- 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

- 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.
- 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

.Net / IT Internship

- 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