

B / R

BLAISE ROBERTS

SOFTWARE DEVELOPER

CONTACT

Phone 254-760-5908
Email BlaiseRRoberts@gmail.com
blaiseroberts.github.io/PersonalSite

EDUCATION

Texas State University
Music Education

University of North Texas
Bachelor of Arts in Music

TECHNOLOGIES

- HTML5
- Grunt
- jQuery
- Browserify
- AngularJS
- MaterializeCSS
- Heroku
- Django
- JavaScript
- GitHub/Git
- CSS3/Sass
- Handlebars
- Bootstrap
- Firebase
- Python
- SQLite

PROJECTS

DIGITize
Therapy app using Firebase and AngularJS

WORK EXPERIENCE

NASHVILLE SOFTWARE SCHOOL,
APPRENTICE SOFTWARE DEVELOPER

2017

Intensive full-time software development bootcamp focusing on Python/Django development fundamentals and problem solving. The final three months of the program being executed in a simulated company environment with SCRUM methodology.

- Daily hands on application of OOP fundamentals through group and individual projects.
- Created single page applications in JavaScript in the Angular framework as well as HTML, CSS, Bootstrap, and Materialize
- Worked with jQuery for JavaScript libraries
- Utilized Grunt to automate bundling of modules, JavaScript linting, and compiling Sass
- Project management/tracking with Trello and GitHub Issue Tracking
- Solution Design: white-boarding and wireframes
- Leveraged Django for creating and editing MVC applications
- Deployed applications through Firebase and GitHub
- Source code/version control with Git/GitHub
- Created servers and RESTful API's with Django REST framework
- Retrieved and stored database information in Firebase and SQLite
- Practiced TDD with Python's unit test framework

BANANA REPUBLIC,
ASST. STORE MANAGER

2014-
2016

- Operations Coordinator managing payroll and supplies
- Helped integrate our OMNI channel apps to facilitate online reserves and orders

KELLER ISD, LEWISVILLE ISD, AUSTIN ISD
ASST. PERCUSSION DIRECTOR AND ARRANGER

2009-
2013

- Optimized arranging skills using Sibelius and Finale Softwares
- Managed deadlines for arranging music
- Practiced team management and problem solving