

# John Dust

Knoxville, TN & Willing to relocate | 865-567-5032 | [coffeedust.io@gmail.com](mailto:coffeedust.io@gmail.com)

Personal Website: [www.coffeedust.io](http://www.coffeedust.io) | [GitHub](#) | [LinkedIn](#)

---

## Full Stack Software Engineer

Positive, fun and helpful Full Stack Web and iOS Developer with 5 years of part-time independent experience.

Self-taught developer with a passion for solving problems and meeting new people.

Writes innovative code that is semantic, organized and efficient. Always thinks ahead to figure out the best, most scalable and efficient solution to a problem. Desires to continue to learn, grow and test skills and knowledge.

---

## TECHNICAL SKILLS

Javascript ES6, Ruby, Swift, SQL, Ruby on Rails, React, Sinatra, Node JS, Express JS, SequelizeJS, Swift-SpriteKit, REST, MVC Architecture, Database Modeling, Git/Github, Test Driven Development

---

## TECHNICAL PROJECTS

### Coffee Beans Social Media - [Github](#) | [Demo](#)

A twitter clone where tweets are coffee beans. Users can share pictures, stories, comment on posts and react to both comments and posts alike.

- Built front-end in the React framework with Redux state management pattern.
- Used Redux-Thunk for async data retrieval and state updating.
- Programmed the backend database server in Ruby on Rails using SQLite3 and ActiveRecord with ActiveStorage to persist user submitted media.

### My Coffee Table - [Github](#) | [Demo](#)

A single page web application that gives users a space (coffee table) to add, move around and customize pictures, weblinks, text, notes etc.

- Coded the frontend in vanilla ES6 Javascript in an Object Oriented JS paradigm for clear and semantic code organization.
- Designed backend server on Ruby on Rails framework with ActiveRecord responsible for returning and persisting data.
- Modeled and tested the relational database schema with polymorphic associations to reduce code repetition.

### The 8-bit Master - [App Store](#) | [More Info](#)

Published iOS Game that featured a classic gameboy console interface and allowed users to play multiple 8-bit style games.

- Received a total of 5k+ app unit downloads along with many reviews internationally with an average 4.5 stars overall.
- Developed using Swift language & Spritekit framework, and designed all of the UI/UX, graphics, 8-bit artwork and music.
- Created ability for users to purchase game currency with in-app purchases along with using AdColony SDK for interstitial ads.

---

## EXPERIENCE

### Software Engineer

Knoxville, TN (Remote)

Independent - Part time

10/2016 - Present

- Built and developed applications for web and iOS in technologies such as Ruby on Rails, React, Swift.
- Maintains and develops both frontend and backend features for clients on a handful of web applications.
- Developed *The 8-bit Master* iOS game and published it to the App Store.

### Lead In-Home Tech Expert

Knoxville, TN

Asurion - Part time

10/2020 - 01/2022

- Providing hands-on technical support and customer service to 40+ clients per month by delivering and setting up smartphones and troubleshooting technical issues. Consistently rated 5 stars across client experience, special mention for helpfulness, friendliness and technical knowledge.

---

## EDUCATION

### Flatiron School Bootcamp

Remote

Full Stack Web Development, Ruby on Rails and JavaScript Program

05/2021

- Built 5 major projects, 4 of which were full stack web apps, 2 single page applications. View these [here](#).
- Collaborated with multiple stakeholders while working on projects.
- Assisted students with troubleshooting and debugging.

### Penn Foster - High School

Knoxville, TN

Electives in Computer Programming/Information Technology, 4.0 GPA

07/2016