

John Dust

Knoxville, TN & Willing to relocate | 865-567-5032 | coffeedust.io@gmail.com

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

Full Stack Software Engineer

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

Background in customer oriented, 5-star tech support, 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 - [Link](#)

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

- Developed in Swift, Spritekit and Objective-C.
- Ability for users to purchase game currency with in-app purchases along with using AdColony SDK for interstitial ads.
- Received a total of 5k+ app unit downloads along with many reviews internationally with an average 4.5 stars overall.

EXPERIENCE

Full Stack Web Software Engineer

Knoxville, TN (Remote)

Independent - Part time

11/2017 - Present

- Developed both frontend and backend features for clients in Ruby on Rails, Sinatra, NodeJS, React.
- Built and contributed to many projects and applications in multiple languages and frameworks.
- Maintained a handful of web applications for clients.

Flatiron School

Remote

Full Stack Web Development, Ruby on Rails and JavaScript Program

09/2017 - 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.

iOS Software Engineer

Knoxville, TN

Independent

09/2016 - 10/2017

- Engineered apps for iPadOS, iOS, tvOS & OSX in Swift & OBJ-C.
- Developed and published *The 8-bit Master* game that received a total of 5k+ app unit downloads.

EDUCATION

Penn Foster - High School

Knoxville, TN

Electives in Computer Programming/Information Technology, 4.0 GPA

07/2016