Griffin Wimminger

Full Stack Developer

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PROJECTS

Varmints — *Ecosystem Simulator*

Simulates an evolutionary arms race among three species. I originally coded this in Pygame but have now recreated it in Javascript to deploy it to the web.

Cascadia Skill Swap— *Social Network*

A skill-sharing website designed to help users meet up to teach each other practical skills and build resilient communities

Camo Generator— *Image Manipulator*

Takes in an image submitted by the user and dynamically generates a unique pattern that can then be screenprinted

Chat Hub— *Blog Site*

An information hub designed for a network admin client to share important information with his clients

EXPERIENCE HIGHLIGHTS

PDX Code Guild, Portland, OR— *Teaching Assistant*

OCTOBER 2020 - PRESENT

Help students to understand complex material and assist them in debugging their code

Migrant Design LLC, Portland, OR— *Founder*

NOVEMBER 2019 - PRESENT

Design and build tiny houses on wheels and provide innovative solutions for tiny living. Work with clients to manifest their vision while adding my own expertise.

Peace Corps, Kolda, Senegal— *Extension Agent*

SEPTEMBER 2015 - AUGUST 2016

Organized trainings on subtropical agricultural techniques, worked directly with Senegalese farmers to implement agricultural technologies, and acted as a cultural liaison between the United States and the Senegalese people.

EDUCATION

PDX Code Guild | 2020
Full Stack Boot Camp

Trackers Earth | 2014
Environmental Educator
Immersion Program

College of the Atlantic | 2012
BA | Human Ecology

LANGUAGES

Python | Javascript

HTML | CSS

LIBRARIES

Django | Pygame | SQLite

Django Rest Framework | Vue

React

SECONDARY SKILLS

Communication | Agroforestry

Carpentry | Electrical Wiring

Systems Analysis | Design

Git & Github | Project Planning