

Grant Terdoslavich | Front End Developer

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SUMMARY

Creating pleasing user experiences with methodical and persistent problem solving and communication, experienced in object oriented programming and developed leadership and collaboration skills through running a Kendo club in college. Aiming to relentlessly pursue self improvement to grow in the workplace.

TECHNICAL SKILLS

HTML | JavaScript | React | CSS | Git | Github | Node | Express.js | Object Oriented Programming

RELEVANT EXPERIENCE

Hangman | Solo Project

Front End Dev | 4 Days | [Live](#) | [Github](#)

- Built a front end web game, utilizing vanilla HTML, CSS, and the HTML 5 Canvas tag, to make an aesthetically pleasing game that can be updated.
- Planned, out the logic step by step for how the rules of the game would work, and also looked up old Canvas projects to utilize old concepts and implement them here

Digimon Deckbuilder | Group Project

Front End Dev and UI Component Developer | 4 Days | [Live](#) | [Github](#)

- Built a search bar, for a MERN Stack project, with JS and JSX that filtered over a collection of Digimon card data from a mongo database and maps it onto the page, where when the result is clicked, the information for the corresponding card is displayed on the page.
 - Collaborated with a team of developers, and was tasked with the responsibility of making the functionality of a search bar that filters through all the cards based on user text input, and user choice of filter.
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WORK EXPERIENCE

General Assembly

New York City

Software Engineering Immersive Fellow February 2023 - June 2023

- Full-stack software engineering immersive student in an intensive, 24-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies.

Summer Custodian

July 2018

- Worked with a team of other custodians to perform maintenance and clean a school building
 - Learned how to work in a group, and communicate between members, what tasks needed work
 - Waxed floors, by learning how to use equipment from senior colleagues, and made the school ready for the next upcoming semester
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EDUCATION

General Assembly

New York City

Software Engineering Immersive Certificate

February 2023 - June 2023(Ongoing)

- Full-stack software engineering immersive student in an intensive, 24-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developing a portfolio of individual and group projects.

Rochester Institute of Technology

Studied Game Design and Development

Rochester, NY