DAKOTA GAGNE

FULL STACK SOFTWARE DEVELOPER

CONTACT

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- 💼 *LinkedIn*
- ⭘ *GitHub*
- 📒 *Personal Portfolio*

EDUCATION

2016 - 2019
MEMORIAL COMPOSITE HS
High School Diploma

2019-2020
UNIVERSITY OF ALBERTA
Computing Science - Honors

- Algorithms and Data Structures
- Python Foundations
- Complexity Analysis
- Object Oriented Programming

SKILLS

Programming Languages
- JavaScript, Node JS
- HTML / CSS / JSON
- Python (PyGame, NumPy, Pandas)
- C#
- Typescript

Software Development & Tools
- React / Vite
- Express JS
- Postgres, MongoDB
- VS Code / .NET
- GitHub / Git

Core Competencies
- Critical Thinking
- Troubleshooting / Debugging
- Complex Problem Solving
- Analytical Thinking
- Teamwork and Collaboration
- Self-Starter and Self-Learning
- Object Oriented Programming

PROFESSIONAL SUMMARY

Motivated full-stack developer with expertise in React, Databases, and Node, as well as Python, and C#. Passionate about solving complex technical challenges and designing efficient, scalable solutions. While experienced with front-end technologies, my primary focus is addressing back-end problems, optimizing performance, and ensuring the reliability and scalability of applications.

I approach every challenge with a problem-solving mindset, breaking down complex issues into manageable tasks to deliver effective solutions. My self-taught projects, including a PERN stack social media project, demonstrates my ability to quickly learn and apply new technologies. I thrive in collaborative environments where innovation and teamwork drive success, and I'm eager to contribute to projects that make a meaningful impact.

PROJECTS

Ratingly - Social Media PERN Project | *GitHub* | *Demo*
Tech Stack - React, Express, Postgres, Node
- Developed a mobile-first, full-stack social media application using React, PostgreSQL, and ExpressJS, enabling users to create, edit, and delete posts for movie and TV show ratings and reviews.
- Integrated the TMDB API to pull dynamic movie and show data, including synopses and posters, ensuring an optimized experience across both mobile and desktop platforms.
- Tackled and resolved challenges in client-server, server-DB, and server-API communication, restructuring the architecture for smooth deployment on Render, while prioritizing secure logins and mobile-responsive design.

Solitaire Game | *GitHub* | *Demo*
Tech Stack - Python, PyGame, OOP
- Developed a Solitaire game, including Klondike, Spider, and FreeCell, incorporating QOL features such as undo, timer, and flexible movement controls for improved UX.
- Utilized OOP principles and reusable code to accelerate the addition of new game modes, integrating Spider and FreeCell 10x faster than the original Klondike.

E Sports Scheduler | *GitHub*
Tech Stack - Python, Pandas
- Designed a custom scheduling tool for a non-profit E-Sports league to automate match assignments, prioritizing fair distribution, duplicate minimization, and balanced home/away rotation, resulting in a 40+ hour reduction in scheduling time per season.
- Used Pandas to output as CSV files, enhancing readability and ease of conversion.

Tetris Game | *GitHub* | *Demo*
Tech Stack - JS, HTML, CSS, OOP
- Developed a Tetris clone web app with classic mechanics and the option to play using custom-designed shapes, enhancing gameplay variety.
- Designed a minimalist, visually appealing UI to improve user experience, resulting in more engaging and enjoyable gameplay.

PROFESSIONAL EXPERIENCE

TruGreen   MAR 2023 - PRESENT
Sales Representative / Team Leader
- Consistently exceeded performance targets in telesales and door-to-door sales, demonstrating strong communication and persuasion skills.
- Led and motivated a team of four, providing training and guidance to ensure high-performance operations and goal achievement.
- Collaborated with management to develop and implement streamlined processes, improving team efficiency and performance.