

DAS GRIGO MA

FULL STACK DEVELOPER

PERSONAL INFO:

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SKILL SET

FRONT END

React, React Native, Redux, JavaScript, ES6, HTML5, CSS3, Flexbox, React Router, LESS, SASS, Styled, Bootstrap, Materialize, Canvas, Socket.IO

BACK END

Node.js, Express, Knex, SQLite, Django, Python, REST APIs, MongoDB, Socket.IO

TOOLS

Git, VS Code, XCode, Android Studio, EXPO, C, Java, Postman, MS Project, Jira, Linux, Heroku, Netlify, Yarn, Npm, Docker, Google Cloud Platform, AWS

EDUCATION & CERTIFICATION

LAMBDA SCHOOL

(2018 - 2019) Full Stack Web Development Certificate

Relevant Courses:

Computer Science, Algorithms, Authentication, Data structure, Node.js Web APIs, Python, JavaScript, C programming, Automated unit Testing

LITHUANIA UNIVERSITY

(2001 – 2005) Bachelor of Science Physical Education

PRINCE2, AGILE & SCRUM

(2015) APMG - International

A motivated individual with in-depth knowledge of languages and development tools, seeking a Software Engineer position that I can use my skills to the advantage of the company while having the scope to develop my own skills

EXPERIENCE:

WORKREACTOR INC. (2021 - current) - California, Long Beach

Full stack development engineer:

- Developed new social media web application from initial design through completion optimizing cross-browser and multi-platform compatibility
- Cooperated with IT team to deploy frontend and backend applications to AWS cloud-based system. Implemented stringent security guideline and Secure Development Lifecycle practice
- Worked closely with other programmers, designers, and clients to meet project requirements, goals, and desired functionality
- Enhanced user experience and accomplished webpage objectives by creating site structure, navigation, page optimization, and graphics integration
- Performed unit test, system test, functional test, and integration test during each development phases
- Deployed bug fixes and implemented enhancements that improved web functionality and responsiveness.
- Team followed Agile software development process

REALM (2019 - 2020) - California, Long Beach / Canada, Victoria

React Native development engineer:

- Developed new version of gamers' social app for multi-platform (IOs/Android)
- Utilized FFMPEG technology to resize, convert videos to GIFs preview that reduce loading times significantly
- Applied React Native Animated API, created animated functionalities matched requirements on design and enhanced UI.
- Developed Camera functions: flash, front/ back facing, take picture and video, timer setting with animated progress bar, media contents preview with simple editing possibilities.
- Extensive REDUX usage to centralize, maintain and improve quality of code
- Worked in Scrum – Agile environment, collaborated cross – functional team, performed unit, system, and integration test, ensured data process successfully
- Fixed bugs from existing application and implemented enhancements

LAMBDA Projects (2018 - 2019) - California, Long Beach

Full stack Web development Student

- Aliens Game application: designed and deployed using React | ES6 Classes | Canvas | OOP. Enabled site-wide promotions by programming HTML5 canvases to animate particles on web backgrounds.
- Game of life: designed and deployed using React | JavaScript | CSS
- Lambda Times application: created using React
- Lambda Mud: written in Python for backend, and React for front-end

For more projects and code review, please refer to my portfolio and GitHub link located at www.dasma.dev