

DAVID SANTORE

SOFTWARE ENGINEER

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DaveOrDavid

david-santore

Software Engineer always looking to fix and improve a process, a project, or a mindset.
Experience in client facing roles on the technical and business sides of organizations.
Both educational and experiences are transferable, combinable, and will be brought to your teams.

RELEVANT SKILLS

- HTML5
- React
- Node.js
- APIs
- CSS/Sass
- Bootstrap
- JavaScript
- jQuery
- Git
- GitHub
- Amazon Web Services
- Heroku
- Express
- Ruby
- Ruby on Rails
- PostgreSQL
- MongoDB
- Mongoose
- Virtualbox
- Salesforce.com
- Trello
- Zendesk

EDUCATION

Bryant University,
Smithfield, RI

BS, Business
Administration

CERTIFICATIONS

CompTIA, A+

EXPERIENCE

GENERAL ASSEMBLY

Software Engineering Immersive Student, April 2019 – July 2019

- 12 week, 480+ hour full-stack engineering immersive program
- Engineering focus on full stack front-end / back-end web development, problem solving, and collaboration using proper version control.
- Developed, tested, and deployed 4 full stack applications

Application Descriptions:

Dad Joke 5000

Click for a random joke, submit your jokes to the community, and vote on them

- React framework with Bootstrap
- Express / Node.js backend with MongoDB / Mongoose
- Combined 3rd party API for public GET requests

Desiderata To-Do List

Create your task, chores, or goals and check off when you complete or achieve them

- HTML5/CSS and Bootstrap with dynamic background
- Express / Node.js backend hosted on Heroku
- JavaScript SPA front end with conditionally displayed Handlebars

Laborator.io

CRM for property owners to track capital equipment, project timelines, and costs

- Utilizes HTML5 and CSS / Bootstrap
- Ruby on Rails backend hosted on Heroku
- JavaScript SPA front end with Handlebars template display

Tic Tac Toe

Interactive single page application adaptation of a classic game

- Utilizes HTML5 and CSS / Bootstrap for viewing
- Javascript/jQuery for logic and game engine
- Rails API for backend server communication

DATADOG

Customer Success Manager, April 2017 – April 2019

- Retained customer base, expanded product usage, and upsold additional features
- Closed highest non-Enterprise monthly recurring revenue renewal at \$256K/month (2017)
- Clients included DevOps team, Software Engineering, and C-suite
- Led 2 clients that agreed to participate in public facing customer case studies

TECHTARGET

Customer Success / Sales Engineer, June 2014 – February 2017

- Helped launch Priority Engine product with end-to-end, pre-post sale lead generation, closing, onboarding, and technical support
- Engineered implementations for client operations teams, proved value to key stakeholders, and trained end users