

Myles DeBoer

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Persistent and **open minded** software engineer who is **versatile** in multiple sets of programming tools with focus on JavaScript and its associated frameworks and libraries. Proven to create interactive and **responsive** user interfaces, utilizing knowledge of **mobile first** design, layouts, and navigation to create **accessible** and engaging web applications. Additional expertise also lies in **object oriented programming** and **agile development**, demonstrating a strong understanding in object data and cross functional organization.

Skills:

- HTML, CSS, Python, JavaScript, React.js, Redux, Node.js, Express.js, PostgreSQL, Git, Github, RESTful API's, Adobe Photoshop, Adobe Lightroom, Adobe Illustrator, Adobe Premiere, Final Cut, DaVinci Resolve, Adobe Audition, Ableton Live

Projects:

Bugsly - HTML, CSS, Chakra, JavaScript, ES6 Template Engine, Node.js, Express.js, and PostgreSQL/Sequelize

- Constructed function components using React hooks.
- Implemented Redux for a more robust state management.
- Integrated various features such as building a rendering pie chart using React Recharts.
- Achieved object relational mapping using Sequelize with PostgreSQL for data extraction.

Blood Bath - HTML, CSS, Bootstrap, JavaScript, Node.js, Express.js, and PostgreSQL/Sequelize

- Built page routes within objects using partials.
- Collaborated with my team to build a user database using Beekeeper.
- Co-built object relational mapping using sequelize with PostgreSQL.

Weather Box - HTML, CSS, JavaScript, React.js, and Redux

- Included Redux in build to pass data along seamlessly between components.
- Created React components to maximize a cleaner and more concise function library.
- Integrated React and Redux for adding/removing weather data to/from 'Watch Box'.
- Incorporated user engaging animations to 'Home' and 'Watch Box' buttons.

BashScape - Python

- A terminal based video game with multifaceted conditional statements.

Education:

DigitalCrafts Full Stack Software Engineering Bootcamp, San Francisco, CA | April 2022 - July 2022

Academy of Art University, San Francisco, CA | 2013 - 2017 | BA in Multimedia Technologies - Radio Station Music Director

Sierra Nevada University, Incline Village, NV | 2011 - 2013 | Business Administration

Career Experience:

Full Stack Web Development Teacher Assistant - edX Learning/UC Berkeley Extension, Berkeley, CA | January 2023 - Present

- As Teacher Assistant, I support instructors by providing technical and instructional support to students. Responsibilities include grading, answering questions, leading group discussions, helping students troubleshoot code, and provide one-on-one assistance to students who require extra support.

Off Premise Sales Specialist - Treasury Wine Estates, San Jose/Oakland, CA | April 2019 - July 2021

- As Off Premise Sales Representative, I was responsible for developing and maintaining relationships with grocery chains in the Bay Area. My duties included building brand awareness, negotiating and securing placement for our products, collaborating with grocery management, and analyzing sales data and market trends to identify growth opportunities.