

Devon Jenkins

Full Stack Software Engineer

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[Portfolio](#) · [LinkedIn](#) · [Github](#)

I'm a full stack software engineer who's passionate about solving complex problems and developing an efficient developer workflow using open source technology. I'm seeking opportunities to work with highly motivated cross-functional teams that push me to improve my skills and grow as a collaborator. I'm currently looking for a remote position until I have the resources to relocate.

SKILLS

Languages - JavaScript, HTML, CSS, EJS, Python, TSS | **Libraries and Frameworks** - React, Node, Express

Databases - MongoDB, Mongoose, Flask, Psq | **Other** - RESTful Routing conventions, VIM, SSH,

SOFTWARE DEVELOPMENT PROJECTS

Dead Dice | JS, CSS, HTML

- Leveraged the DOM using javascript to render a fully interactive game with dice and a scoreboard.
- Utilized vanilla CSS to improve styling and user experience.
- Developed a personal agile development approach using Trello, Whimsical, and Lucidcharts.

Monster Hunter Worlds: Weapons Guide | Mongoose, MongoDB, Express, Node.js, JS, CSS, HTML

- Utilized javascript and ejs to build the front end components of a strategic companion app for the game Monster Hunter Worlds in order to help players organize their builds in a user friendly manner..
- Made RESTful API fetch calls to an Express, MongoDB, and Node.js backend to handle all create, read, update, and delete (CRUD) functionality using Javascript.
- Defined schemas for MongoDB collections using Mongoose

Vibin | Mongoose, MongoDB, Express, Node.js, React, JS, Bootstrap, CSS, HTML

- Worked as a group of three to develop an app that allowed musicians to find each other and form a band.
- Practiced agile workflows to manage tasks within the group.
- Used javascript, express, mongoose, mongo db, and node.js to build and operate a backend api.
- Utilized javascript to implement CRUD functionality between the frontend and backend api.

Apps124 | Flask, Psq, Python, React, JS, Bootstrap, CSS, HTML

- Designed a full stack CRUD app that allows programmers to showcase the projects they've built
- Tested backend api calls using postman
- Made RESTful API fetch calls to the backend with Javascript to handle all create, read, and delete functionality
- Showcased my ability to build out a decoupled full stack app with a themed UI within a five day timeframe

EXPERIENCE

Acoustic Sensor Technician

Pick Up the World | Falls Village, CT

Aug 2017 - Jan 2022

- Sourced materials and equipment to improve workshop efficiency and efficacy
- Built, produced, and tested a range of acoustic sensors with over 150 varieties for musical instruments and research purposes
- Researched and implemented small business marketing strategies to bolster sales
- Redesigned aspects of the company website to fit more modern web design principles and improve usability

Sous Chef

Falls Village Cafe | Falls Village, CT

Aug 2021-Dec 2021

- Quickly learned how to work every station in the backline of the restaurant to meet high customer demand with low staff
- Targeted necessary changes to the recipes menus to improve food quality, reduce costs, and improve kitchen performance along with customer satisfaction.
- Maintained constant communication between frontline workers and backline workers to ensure order accuracy and fast delivery
- Advised new restaurant owners in their approach to ensuring strict compliance with health and safety regulations

Footwear Sales

REI Co-op | Corte Madera, CA

Aug 2019 - May 2020

- Developed an approach to quickly and accurately diagnose the needs of customers in order to guide their footwear purchases towards products that more accurately matched their use-case, helping to reduce returns by ensuring that customers leave the door with the right product in the first place.
- Integrated friendly competition into our routine to foster a fun workplace environment and boost employee morale
- maintained communication with all seven departments during work hours in order to efficiently tackle issues throughout the store

EDUCATION

General Assembly | Remote

Jan - Apr 2022

Software Engineering Immersive

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

Humboldt State University | Arcata, California

Jan 2016 - May 2019

Bachelor of Arts in Philosophy

During my studies I cultivated an approach to reasoning through theoretically dense philosophical material in topics ranging from logic and reasoning, metaphysics and epistemology, to philosophy of science. These studies emphasized the importance of engaging in topics both critically and charitably from multiple perspectives.