

JOHN MOEN

FRONTEND DEVELOPER

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Github: github.com/Dissolutio

Development Blog: scatterbeam.com

SKILLSET

HTML

- ✓ Semantic markup that enables all users to access content

CSS

- ✓ Modern layouts with Grid and Flexbox
- ✓ Comfortable with tools like SCSS/SASS/StyledComponents, and libraries like Bootstrap and Material UI

JavaScript

- ✓ Ajax and Web API's
- ✓ ES6+ / Babel
- ✓ Testing with Mocha or Jest framework

React JS

- ✓ Rapid UI prototyping
- ✓ Integration with backend and build tools
- ✓ Test-driven-development with Jest and react-testing-library

Node JS

- ✓ Server side applications / Web API's
- ✓ Authentication and data security

Developer Team Tools

- ✓ VCS / Git + Git workflows + Continuous Integration
- ✓ Trello + agile methodologies
- ✓ Slack + excellent communication skills (relaying development issues in non-technical terms)

PROJECTS/ AWARDS

Toledo School Gradebook

Node + React/Redux + MongoDB

- Website, gradebook and attendance app for a private school
- Integrates and replaces current solutions, reducing administrative workload and tech-debt
- Small developer team, startup-environment

Heroscape Armory

React + Firebase

heroscape-armory.com

- Gaming tool / UI for players of Heroscape to access and augment game content

Austin Developer Week Hackathon 2018

- 1st place in the Canon Developer Community challenge (utilizing a machine-learning web API that identifies objects, patterns and color palettes in photographs)
- Delivered and pitched a Minimum Viable Product on a tight deadline

Scatterbeam Web Development Blog

Gatsby.js

scatterbeam.com

- I create articles and tutorials to help and inspire other developers

