

Alexander Shaver

Full-Stack Software Engineer

I am a software engineer with a unique outlook on problem solving and a thirst for knowledge. I develop software with creativity and passion while using great annotation and clean code practices

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EXPERIENCE

General Assembly, Remote — Full-Stack Software Engineer

June 2020 - September 2020

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.

Damar Aerosystems, Monroe, WA — Shipping and Receiving

October 2017 - June 2020

Inventory system management for Aircraft parts. Machined material before the finishing machine runs the parts. Part marked aircraft parts to boeing and FAA standards.

Walmart, Washington — Assistant Store Manager

October 2014 - August 2017

Managed 3 salary managers and 250+ associates. Taught and led new programs and changes from corporate to multiple locations. Profit margin and store spending budget.

EDUCATION

General Assembly, Remote — Certificate of Software Engineering

June 2020 - September 2020

Everett Community, Everett, WA — Associate of Computer Science

January 2011 - July 2013.

PROJECTS

Arena Game — Express.js Browser Game

Arena Format Browser Game written in JavaScript with Express deployed through github pages.

SKILLS

Java, JavaScript, Python 3, React.js, C, C++, HTML 5, Spring Boot, Flask, C#, SASS, Azure DevOps, Bootstrap 4, ASP.NET, Azure Functions, SQL Server, Node.js, Express, MongoDB, Postgres, TypeScript

LANGUAGES

English

Department Store — *MEN Stack*

Mock department store with CRUD functionality on a mongoose, express.js and node.js stack with passport authentication and deployed on heroku and mongo atlas.

Portfolio — *Single Page Responsive Website*

Portfolio website built with html, css and javascript styled with bootstrap.

Login GUI Lesson — *Java Lesson*

Lesson written in Java to learn how to leverage built in packages in Java to create a standalone graphical user interface.

Starcraft 2 AI — *Artificial Intelligence*

Starcraft 2 AI written to compete with players and other AI in the game starcraft 2. Written in Python 3 and leveraging the packages PySC2 and sc2.

C++ Text RPG — *Console App*

In-depth console RPG written in C++ taking advantage of the console to display a text based adventure that stores progress and characters in a local save file.

All the Memes — *Full-Stack Web App*

Full-Stack web app consuming a custom api written with spring boot and storing data in mongodb with a react front end. Authentication through JWT and a file creation page with image download.

Code Deck — *Full-Stack Web App w/ Testing*

Coding Interview preparation flashcard app. Full-Stack web app using ASP.NET Framework and Azure with Azure DevOps pipelines to test deploy and launch my api. Azure SQL database setup and React frontend to receive the information from the deployed API.