JACK KELLY

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JackRKelly DEV
JackKelly4 in
JackRKelly ⊙

SOFTWARE ENGINEER

SKILLS

SOFTWARE/TOOLS:
Github, Git, Docker, Netlify, Digital Ocean, Heroku, Adobe Suite, Google Analytics, Jest, and Jenkins

DATABASES:
MongoDB, PostgreSQL, and MySQL

LANGUAGES/FRAMEWORKS:
Javascript, React.js, Node.js, Express.js, HTML, CSS, SCSS, Rust, Groovy, Java, and Typescript

EXPERIENCE

SOFTWARE ENGINEER
Sept 2020 - Present – Cerner Corporation
- Upgraded Oracle Database Docker image for functional tests
- Documented and updated Jenkins CI/CD pipeline in Groovy
- Built reusable React components using Terra UI
- Wrote functional tests in Jest for React components

ARTICLES

CREATE A FULL-STACK WEB APPLICATION – View
In this article, I go step-by-step on how to build and publish a full-stack web application.
Tools used: React.js, Strapi, MongoDB, Nginx, Ubuntu, Linux, and DigitalOcean

PROJECTS

FRIDGE MAN – Code – Preview – Prototype
Food inventory manager which allows you to manage expiration dates, location and quantity of your food.
Tools used: React.js, Express.js, Node.js, SCSS, bcrypt, gzip and PostgreSQL

RBFN – Code – Live
A website for the Revenue Based Finance Network working group newsletter with an embedded mailchimp signup.
Tools used: React.js, Typescript, Strapi.js, SCSS, Nginx, Ubuntu, and Digital Ocean

ERDESKTOP – Code – Preview
A screen recording application capable of capturing entire screens or just certain applications.
Tools used: React.js, Node.js, Electron, and SCSS

JACK'S PEPPERS – Code – Preview
A pepper related e-commerce site with advanced searchability features including a checkout page.
Tools used: React.js, Typescript, Stripe.js, SCSS, MongoDB, Node.js, Express.js

ONW SWIM & DIVE – Live – Prototype
A site for the Olathe Northwest Swim & Dive team that containes a roster, calendar, times, and schedule pages.
Tools used: Wordpress, Divi, PHP

JSCRAPER – Code
A web scraper written in Java that gathers all links from the desired web page.
Tools used: Java, Jsoup, HTML, and Regex

RBASE64 – Code
A Base64 encoding/decoding library written in Rust which supports abstract entries.
Tools used: Rust, Unit Testing, and Binary