

# JACK KELLY

✉ me@jrk.digital 🔗

🏠 www.jrk.digital 🔗

📞 913-230-7925 🔗

🔗 JackRKelly DEV

🔗 JackKelly4 in

🔗 JackRKelly

## SOFTWARE ENGINEER

### SKILLS

#### SOFTWARE/TOOLS:

AWS, Github, Git, Jest, Jenkins, Docker, Netlify, Digital Ocean, Adobe Suite, Google Analytics, Unix

#### DATABASES:

Redis, MongoDB, PostgreSQL, MySQL

#### LANGUAGES/Frameworks:

Typescript, Javascript, Rust, C#, ASP.NET, React.js, Ruby, Node.js, SCSS, Java, CSS, GraphQL, SQL

### EXPERIENCE

#### SOFTWARE ENGINEER

Sept 2020 - Present – Cerner Corporation 🔗

- › Upgraded Oracle Database Docker image to include the latest features for functional testing
- › Optimized Jenkins CI/CD Groovy script and improved average execution time by 19 seconds
- › Built reusable React components using Terra UI
- › Increased Jest testing code coverage by 45%

### PROJECTS

#### TS ZIP – Code 🔗

A library written in Typescript for unzipping archives in memory.

Tools used: Node.js, Typescript, Jest, Chai

#### MEAL PLANNER – Code 🔗

A meal planner RESTful API that supports all create, read, update, and delete operations.

Tools used: Entity framework, C#, ASP.NET, PostgreSQL

#### RAILS RECIPE – Code 🔗 – Preview 🔗

A recipe management app that allows you to create, view, and delete recipes.

Tools used: Ruby, Ruby on Rails, Typescript, PostgreSQL, React.js, Styled Components, Webpack

#### 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, JWT, bcrypt, gzip, PostgreSQL

#### JACK'S PEPPERS – Code 🔗 – Preview 🔗

A pepper related e-commerce site with advanced searchability features including a checkout page using stripe payments.

Tools used: React.js, Typescript, Stripe.js, Express.js, MongoDB, Node.js, SCSS

#### ERDESKTOP – Code 🔗 – Preview 🔗

A screen recording application capable of capturing entire screens or just certain applications.

Tools used: React.js, Node.js, Electron, SCSS

#### RBASE64 – Code 🔗

A Base64 encoding/decoding library written in Rust with a focus on performance.

Tools used: Rust, Unit Testing