## James Crews

#### Software Engineer

I am a self-taught software engineer with a background in both front-end and back-end development. I love programming new ideas and solving complex problems.

#### **WORK EXPERIENCE**

## Associate Software Engineer (Full Stack)

### Schweitzer Engineering Laboratories

10/2020 - Present

SEL specializes in creating digital products and systems that protect, control, and automate power systems around the world

#### Achievements/Tasks

- Collaborated on a team of engineers to execute user interface enhancements.
- Implemented new full stack features to make end users workflow's more efficient.
- Created reusable React components that were added to a library shared across the company.
- Developed new API endpoints as well as improved speed and reliability of existing ones.
- Write comprehensive tests covering every new feature that is implemented.

## **Control Systems Engineer**

#### **Process Solutions**

04/2018 - 10/2020 Design Control Systems for packaging of consumables in the food and beverage industry.

Achievements/Tasks

- Created a tool in C# that generates 80% of PLC logic for our most common project types.
- Redesigned all Wonderware HMI UI's to be object based resulting in significant reduction in development time.
- Completed high profile projects which opened more opportunities for company growth.

#### PERSONAL PROJECTS

#### Chess Al

- Chess AI that uses the Min-Max game algorithm to determine its moves.
- Player pieces highlight possible moves when selected.

#### Path Finding Visualizer

• Full stack react app with node backend that animates famous path finding algorithms.

## Sorting Visualizer

React app that animates various array sorting algorithms including merge sort, heap sort, and quick sort.

#### **EDUCATION**

## **B.S. Mechanical Engineering**

Washington State University

08/2015 - 12/2017 3.8

Stanwood, WA

# A.A.S. Mechanical Engineering Green River Community College

09/2013 - 06/2015