JOHN FEATHERSTONE

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Front-end software developer and project manager with more than four years of experience coordinating complex programs and working across disciplines to find creative solutions to urgent technical, environmental, and economic challenges.

SKILLS

Languages JavaScript, TypeScript, Python

Libraries/Frameworks React, Django, PostgreSQL, Node.js, Express.js, GraphQL, Apollo, Redux, Recoil, Router, Cypress, Mocha/Chai, Material UI

Development Git, GitHub, GitHub Actions, VS Code, Heroku, Postman, Jira, Firebase

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TECHNICAL PROJECTS

Game Night Team Project | 20 hours | FE Repo I BE Repo I Deployed Site

Technologies JS, React, Cypress, GraphQL, Redux, Router, GitHub Actions

Collaborated on a team of 8 developers to build a game event matchmaker and an AI generator for tailored game recommendations.

- Researched and integrated GraphQL, Apollo, and Redux on a tight turnaround to facilitate a scalable data architecture, minimize over-fetching, and improve global state management.
- Coordinated an eight-person, front- and back-end team around Agile sprints, the creation of a JSON contract, and the integration of feedback from project manager's and mentors' ongoing code reviews.
- Increased experience with back-end technologies by creating a database, building a server, and deploying both for persistent API requests.

Colorado Owl Watch Solo Project | 20 hours | Repo Link | Deployed Site

Technologies JavaScript, React, Cypress

Developed a customizable owl tracker that uses E-Bird API data and spatial libraries to show curated real-time sighting areas and info.

- Worked with Denver Audubon members to pursue an iterative, user-driven development process.
- Wrote and tested React components for a SPA, utilizing React Router and E2E Cypress tests.

Fitlit Team Project | 40 hours | Repo Link

Technologies JS, Mocha/Chai, DayJS, Leaflet, ChartJS

Worked with a team of 4 developers to create a dashboard allowing users to track their health statistics and map their latest runs.

- Refactored the codebase and redesigned the UI to implement accessibility principles (tab navigation, semantic HTML, color contrast, ARIA attributes).
- Implemented unit testing in line with red, green, refactor test-driven development principles to achieve 100% test coverage.

EXPERIENCE

Colorado Department of Transportation, Office of Innovative Mobility *(Denver, CO)*

Project Manager   **10/2021 - 11/2022**

- Proposed, created, and managed three new statewide programs to pilot emerging transportation technologies.
- Collaborated across a small, cross-disciplinary team - and thousands of stakeholders via panels, workshops, and presentations - to help secure over $100 million in combined competitive, tight-turnaround funding for electric vehicle infrastructure.
- Developed websites, toolkits, and infographics - and delivered presentations and interviews - breaking down complex topics or technical analysis for the public, elected officials, and colleagues in other disciplines.

Project Coordinator   **04/2021 - 10/2021**

- Managed the rapid deployment and expansion of a statewide COVID relief program, coordinating and providing technical support to 200+ projects awarded on a weekly basis while constantly iterating and troubleshooting as the program grew.

Innovative Mobility Specialist   **10/2019 - 04/2021**

- Self-taught a traffic modeling software to create schedules and projections for three new transit services.

City and County of Leadville *(Leadville, CO) Planning Consultant*   **01/2019 - 06/2019**

- Developed and costed a housing plan, hosted an interactive workshop, conducted a market analysis, and created site plans.

EDUCATION

Turing School of Software and Design, Certification in *Front End Software Engineering*   **08/2023**

University of Colorado, *Denver CO, Master of Urban and Regional Planning*   **05/2020**

Kean University, *Union NJ, Bachelor of Arts in Economics*