

# JONATHAN BERNESSE

FULL STACK WEB DEVELOPER

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JBERNESSE.ME

## SKILLS

Languages:

Ruby, Java, Elm, JavaScript,  
Sass, HTML5 & CSS3

Frameworks/Libraries:

Ruby on Rails, React, Node.js,  
Foundation, Bootstrap

Test Driven Development:

RSpec, MiniTest, Capybara,  
JUnit, Mocha, Chai, Jasmine

Tools:

Git, Github, Heroku,  
Amazon Web Services,  
PostgreSQL, Digital Ocean,  
Eclipse

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## EDUCATION

**Turing School of  
Software & Design**  
Denver, CO

Feb 2016 - Aug 2016

- Full Stack Web Development Certificate Ruby on Rails, and JavaScript
- An intensive 2000+ hour full-stack software development training program

**SUNY Geneseo**

Geneseo, NY

2008-2012

- BA Communication: Marketing Emphasis

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## SOCIAL

 [github.com/Jbern16](https://github.com/Jbern16)

 [@Jbern16](https://twitter.com/Jbern16)

 [linkedin.com/in/jonathanbernesser](https://linkedin.com/in/jonathanbernesser)

## CURRENT

### Mode Set Social Fellowship

Creating software for local public charter school client, Roots Elementary, using agile methods. Technical leadership by Mode Set

## PROJECTS

### Clarkebase Group Project

Deploy: [clarkebase.com](https://clarkebase.com)

Code: [github.com/Jbern16/clarkebase](https://github.com/Jbern16/clarkebase)

*An exchange for Turing School's cryptocurrency, ClarkeCoin*

- Utilized an in-house blockchain API to create a clarkecoin payment system modeled after Coinbase.com
- Developed cryptography skills using the Ruby OpenSSL library
- Integrated multiple services to send coins, track status, and alert users on successful transactions
- Tech Stack and Services: Ruby on Rails, RSpec, PostgreSQL, AJAX, Ruby OpenSSL, Twilio, Digital Ocean, Bootstrap 4, Whenever Scheduler, Capybara Webkit, ClarkeCoin API

### SquarePocalypse Pair Project

Code: [github.com/Jbern16/game-time](https://github.com/Jbern16/game-time)

*Java desktop game using only built in Java libraries, mainly AWT*

- Top down, geometry wars style game built in 10 days without any Java experience
- Resolved 10+ github issues provided by a seasoned Java Developer
- Learned Java conventions and basic OOP in Java
- Tech Stack and Tools: Java 8, JUnit, Java Abstract Window Toolkit, Eclipse

### TrendWolf Solo Project

Deploy: [jbernesser.me/trendwolf](https://jbernesser.me/trendwolf)

Code: App - [github.com/Jbern16/trendwolf](https://github.com/Jbern16/trendwolf)

Code: API - [github.com/Jbern16/trend\\_font](https://github.com/Jbern16/trend_font)

*An Elm Web Application that tracks popular, trending, and recent web fonts*

- Built a Rails API that is being consumed by an Elm App delivering content from the Google API
- Incorporates WebFontLoader to dynamically load and style each respective font asynchronously
- Tech Stack: Elm, Rails, WebFontLoader, Digital Ocean, GitHub Pages

## WORK EXPERIENCE

TYR Sport Activation Associate June 2013 - January 2016

Managed TYR marketing efforts in over 100 sportswear accounts including big box retailers such as Dicks Sporting Goods, The Sports Authority, and Amazon.com