Jeremiah David

Software Engineer

CONTACT

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SKILLS

- HTML5/CSS/JavaScript
- Reactive Web Design
- Node/React/Express
- Python
- SQL/Postgres/Sequelize
- EJS/Next.Js
- Redux/Socket.io
- Creative Design
- Teamwork

EDUCATION

Software Engineer Certificate

General Assembly Remote | 2020

PROFILE

I'm a software engineer who creates products that help people connect and grow powerful within their own lives. I am a creative and logical problem solver with a strong commitment to great deliverables and building strong teams. My end goal is to deliver an engaging user experience.

PROJECTS

Experiments With Hand Recognition

React, Tensorflow, Handpose, Redux, Socket.io | 03/2021

A project to learn how to use Object Recognition Technology to control a browser based multiplayer game in real time.

Rickipedia/Mortiverse

React, MongoDB, GitHub, MERN AUTH | 02/2021

A collaborative project using Github to control version, merges, and workflow. Used MERN AUTH to create and secure users and info. Used React to render a wiki on 'Rick and Morty', using a self populated Mongodb database and web API. Used full CRUD functionality to create, update, read, and destroy users, theories, and comments.

EXPERIENCE

Dry Feeder

Swansons Business Group | Springfield, OR | 03/2020 - 11/2020

- Used detail-focused problem solving skills to dry 1500 thousand lumber sheets an hour.
- Caught errors with 99% accuracy rate, an average of 5-10% better than colleagues; resulted in fewer processing delays down the line.

Construction Worker / Lead Landscaper

Challis Concrete | Springfield, OR | 04/2019 -11/2019

- Promoted to lead role; succeeded in bringing a project that was 3 weeks behind schedule on track to meet the final deadline.
- Supervised 10 crew members to implement landscaping vision on a multi-acre site, including the planting of over 50,000 plants.
- Planned and implemented an extensive irrigation system.