# Joseph McGreene

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## TECHNICAL SKILLS

**Technologies:** JavaScript (ES6+), TypeScript, Node.js, HTML5, CSS3, MongoDB, Python, Java
**Libraries:** React, Redux, MUI, Vue.js, Sass, Tailwind, Bootstrap, Express.js, D3.js, Three.js
**Other Tools/Knowledge:** Git/Github, npm/CLI tools, Webpack, HTTP, JSON, SOLID, OOP, WCAG 2.1 (A & AA), REST APIs, OAuth2.0 & passport.js, responsive design, cross-browser compatibility

## EXPERIENCE

**Web Development Mentor**, OpenClassrooms                                                          *Oct 2022 - Present*
- Guide 5+ students at a time through project-based, one-on-one lessons in web development and assess their progress and readiness to advance to new skills
- Provide professional experience and industry insights, as well as basics in various technologies, including HTML, CSS Flexbox and responsive design, ES6 DOM manipulation and data structuring, Express.js routing and user auth, REST APIs, React basics, and Git basics
- Conduct group sessions for 30+ students to enhance learning and collaborate with each other

**Full Stack Developer**, Advizot LLC                                                              *Feb 2021 - Present*
- Developing a full stack web application that captures 100+ users' answers to monthly survey questions to be easily displayed and utilized during member meetings, leverages React and Formik to structure the interface and display the users' inputs on a central projection, storing user statistics on a MongoDB database using a NodeJS server in order to be referenced and scalable for the purposes of long term professional coaching and data analysis
- Updated the layout of Advizot's existing website with its content management system. Thus far I've improved performance 19%, given it WCAG AA accessibility and made it responsive, and implemented several cross-browser compatibility measures

## PROJECTS

**D&D Monster Guide**: [Live Project](#) / [GitHub](#)                                            *Summer 2022*
- Designing and building a performant and lightweight guide for referencing and researching Dungeons & Dragons monsters, reducing the time it otherwise takes to research monsters by up to 50%
- Tested and iterated with the assistance of end-users to optimize the quality of the UI/UX, pivoting quickly to adopt necessary QA improvements and bugfixes
- Built from the ground up to be responsive and accessible, being mobile-first in conception and adhering to WCAG A & AA standards

**Dungeons & Randos**: [Live Project](#) / [GitHub](#)                                            *Summer 2023*
- Creating a new D&D character is time-consuming and often difficult. And when a group starts as many campaigns as mine does, I didn't want to have to spend 4 hours creating a new character. Instead I used that 4 hours to make an app that rolls dice and generates most aspects of a random character for me.

## TRAINING & EDUCATION

**Climatebase Fellow,** Climatebase                                                               *Sept 2023 - Dec 2023*
- This fellowship has taught me fundamentals of climate, connected me with similarly motivated people, and helped define my own role as a climate technologist.

**Front-End Web Development Program Graduate,** Treehouse                                          *April 2020 - Aug 2020*
- [Link to my Profile on Treehouse](#)
- Provided basis of understanding for computer science fundamentals, front end basics, and industry best practices

**B.A., Music Theory & Composition,** The College of Idaho                                        *Sept 2011 - May 2015*
**B.A., Psychology,** The College of Idaho                                                        *Sept 2011 - May 2015*