# Joshua Bevers

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### **Areas of Expertise**

- Database architecture
- React
- Report generation
- Full Stack Development

### **Software Development Skills**

Digital Crafts 2019-Present

Certificate of the January 2020 Cohort. Worked in several group projects, building databases, full stack websites, responsive APIs, and User Authentication.

- Programming Skills: HTML, CSS, React, Redux, PostreSQL, Javscript node, JQuery, Python, MongoDB, lambda, AWS Amplify.
- Designed and built a web-based quiz site. <a href="https://github.com/JoshuaBevers/DCProject1">https://github.com/JoshuaBevers/DCProject1</a>
- Recreated the Pandemic Boardgame using database driven saving systems. https://github.com/JoshuaBevers/pandemic-georgia
- DrinkCast https://github.com/JoshuaBevers/drinkcast-client

### **Professional Experience**

Technical Assistant 2019-2020

Participated in a team that designed and executed a database location split, which included historical, financial, and administrative records.

- Spearheaded Architecture for future systems and implementations.
- Drafted documentation for troubleshooting potential issues for end users.
- Streamlined existing procedures and designed automation for repeatable tasks.
- Provided technical support post-location split as needed.

Retail Manager 2017- 2019

Managed a small, local business, including purchasing, employee-time management, item demand forecasting. Reached out to vendors and customers to establish relations, followed up on issues, and crafted presentations to potential investors for business expansion.

- Accounts payable
- Profit and loss statements at the end of each month.
- Project management, forecasting, and customer communication.
- Developed and implemented systems for employee training.

## • Passion Project/s

**Achieveland** – Using Lambda, Mongo, AWS, react, express, and Auth0, this website allows users to look at and claim achievements they've accomplished in boardgames.

**Malwoden** – Malwoden is a roguelike library, meant to perform much of the heavy lifting when creating roguelike games. It takes inspiration from **rot-js**, as well as **bracket-lib**.