

# Justin King

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Portfolio: [justinrobertking.github.io](https://justinrobertking.github.io)  
Github: [github.com/justinrobertking](https://github.com/justinrobertking)  
LinkedIn: [linkedin.com/in/justinrobertking](https://linkedin.com/in/justinrobertking)

## Technical Skills

JavaScript	Node.js	Python	HTML	CSS	TypeScript
React.js	Redux	Express	EJS	Bash / ZSH	JQuery
Gatsby.js	AJAX	Axios	Phaser.io	Bootstrap	Materialize
Sequelize (ORM)	SQL	PostgreSQL	APIs	MongoDB	Django
Mongoose (ORM)	Git	Github	AWS	Heroku	JSON
Command Line (CLI)		Object Oriented Programming (OOP)		MVC Pattern	
Test-Driven Development		Responsive Design		Authentication	
CRUD Operations		RESTful Routing		Agile / Scrum	

## Relevant Experience

### Developer in Residence: General Assembly, 2019 – Present

- Tutor on programming concepts, Javascript, Node, React, SQL, MongoDB, Python & developer tooling
- Assist students in developing, debugging and refactoring their full stack application projects and homework deliverables

### Recent Development Projects:

#### Cut / Color: Full-Stack Web Application:

- Cut / Color is a full-service consultation and scheduling solution designed for salon professionals and is built on the MERN stack
- Mongoose manages users (clients and stylists), the consultation process, and appointment scheduling
- The scheduling interface uses UNIX timestamps and intervals to accept, interpret, and display data
- Tech: React.js, Node.js, Express, JSX, Axios, MongoDB, Mongoose, JavaScript, Token Authentication, HTML, CSS, BCrypt, Bootstrap

#### Beer Savor: Full-Stack Web Application:

- Beer Savor is an exploratory brewery finding app built in Node.js
- Web APIs are used to find and display brewery data based on user geolocation searches
- Sequelize is used on the back-end users to create a profile and save brewery and beer information
- Tech: Node.js, Express, JavaScript, EJS, SQL, PostgreSQL, Sequelize, AJAX, Web APIs, OAuth, JQuery, HTML, CSS, Materialize, MapBox, BCrypt, Session

#### Pew Pew: Front-End Web Game:

- Pew Pew is a space-shooter game built in the Phaser framework for HTML5 canvas
- Collision detection, game logic, and animations all custom built
- Tech: Phaser.io, JavaScript, HTML, CSS

### Technical Recruiter: H10 Capital, 2015 – 2017

- Networked, recruited, and closed deals with candidates
- Assisted account managers in managing key clients
- Negotiated contract agreements with clients and candidates
- Managed client and candidate data using Bullhorn and Excel

## Education

### Software Engineering Certificate: General Assembly – 2019

- 480 credit hour immersive program – graduated top of class

### Bachelor of Arts (BA) – Seattle Pacific University, Class of 2011

- **Double Major** in Business Administration & Music