

Liam Stewart

Full Stack Developer

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EDUCATION

- **University of California, Berkeley**
UCB Extension – Full Stack Development Bootcamp
03/2021 - 06/2021

WORK EXPERIENCE

- **Real Estate Agent**
The Platinum Group - Compass
12/2019 - 03/2021
 - Tasks & Achievements
 - Advised clients on market conditions, mortgages, legal requirements, and related matters.
 - Prepared documents such as representation contracts, purchase agreements, closing statements, deeds, and leases.
 - Coordinated appointments to show homes to prospective buyers. Upwards of 250 appointments in total.
 - Answered a minimum of 20 inbound cold-lead calls per week and moved prospective clients forward in the sales pipeline.
- **Real Estate Agent**
Windermere Real Estate
01/2018 - 12/2019
 - Tasks & Achievements
 - Attended two multi-day Windermere New Agent Seminars in Walnut Creek, CA as part of new agent training.
 - Closed first Real Estate deal within the first month of employment while working part time.
- **Manager & Server**
The Naked Fish
01/2015 - 12/2019
 - Tasks & Achievements
 - Instilled a culture of excellence and inspired confidence in the 19 person staff while displaying strong leadership skills.
 - Interacted with an average of 100 guests per night, building loyalty and personal recognition.
 - Conducted ongoing training to ensure that the staff continued to improve their performance.
 - Increased average weekly revenue by 10-20% up to \$25,000/week.

TECHNICAL SKILLS



PROJECTS

- Cryptonite
 - Cryptonite is a cryptocurrency blockchain emulation and website utilizing the MERN stack. My team of four peers created this application that allows users to purchase, trade, and store Cryptonite coins.
 - I was responsible for implementing the Stripe API that facilitates purchase transactions on the application by processing credit card information.
 - I utilized the Chart.js package to display the coin's real time data. The real time data is being gathered from the blockchain and pushed to the graph using the useState React hook.
 - <https://github.com/LiamStewartDev/Cryptonite-Cryptocurrency-Utilizing-MERN>
- FarQuest
 - FarQuest is a role-playing/choose your own adventure game that my team of 3 peers developed. A user can create an account, create a character, and play through our story that has various paths and outcomes.
 - I was responsible for gathering all of the visual assets for the application. This included many individual files as well as the RpgUI visual asset package.
 - I assisted in writing the client-side JavaScript that determines the players story path depending on what decisions they make throughout the game.
 - <https://github.com/LiamStewartDev/farQuest>
- GameHub
 - GameHub is an application that utilizes multiple APIs to create a search engine where users can search for any videogame and where to buy it for the best price.
 - I was responsible for designing the layout of the website. This included both HTML pages for the application.
 - I utilized the Bulma CSS framework for the styling of the website. At the time, this framework was completely new to me.
 - <https://github.com/LiamStewartDev/gamehub>

CERTIFICATE

Full Stack Development Certificate (06/2021)
UC Berkeley Extension Full Stack Development Bootcamp

Real Estate License (10/2017)
Kaplan University