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</> Front End

HTML / HTML5
CSS / SCSS / SASS
JavaScript
jQuery / AJAX
TypeScript

FE Templates (Bootstrap, Ratchet)
React.js
Mori.js
Docker

🗄 Back End

Git / VCS (Github)
RESTful APIs (NodeJS)
SQL
Java
Postgres Database
Oracle Database

Third Party APIs (Flickr / Google maps)
Firebase
Python
Salt
C#

Relevant Work History

Automation QA Engineer - Contract | LexisNexis Reed Tech | Feb. 2023 - Present

- Write automated test scripts for API testing in C# .NET
- Test backend process of the software
- Assist with debug process of reporting applications
- Assist QA teams members with how to Automate test scripts
- Built test script from the ground up for an Extraction tool

infrastructure Engineer/DevOps Engineer | Dispo | April 2022 - Dec. 2022

- Created Build Pipelines in GitHub for CI for staging environments
- Created Build Pipelines in Jenkins for AWS ECR docker images
- Created AWS resources through Pulumi with TypeScript
- Updated and created different Grafana Dashboards with alerts to help monitor all AWS resources in one place
- Managed python installations and upgrades
- Used salt to automate setting up different EC2 Instances
- Provisioned self hosted retool installations on ECS
- Created different bash/shell scripts for automation
- Modified already existing Build Pipelines in GitHub for Pull request checks
- Automated building graphql.schema files using pre-commit hooks and update the schema to a different repo using python
- Automated graphql login scripts in python to test if you could login on every new version

DevOps Engineer | HungerRush | Jan. 2022 - April 2022

- Created Build Pipelines in Azure DevOps for CI for both QA and UAT(Pre-Production) environments
- Created Release Pipelines in Azure DevOps for CD for both QA and UAT(Pre-Production) environments
- Assisted product managers with troubleshooting production problems
- Assisted supports with P1 cases including network troubleshooting
- Configured Virtual Machines to use proprietary company software for QA, UAT, and Contract environments
- Used fiddler and Wireshark to determine what data is being sent/received
- Troubleshoot Azure Pipelines

SoftWare QA Engineer | Revention Point of Sale/HungerRush | Mar. 2020 - Jan. 2022

- Used Azure Dev Ops to create bugs tasks for current products
- Assisted with creating the QA process
- Specialized in all HungerRush Products for testing and troubleshooting
- Used Selenium and TestComplete to automate testing tasks
- Assisted product managers with troubleshooting production problems
- Assisted customer support with P1 cases including network troubleshooting
- Assisted Development in creating SQL stored procedures that produced the correct data.
- Assisted with deploying new software to over 3000 customers

Client Onboarding Specialist | Revention Point Of Sale | Nov. 2018 - Mar. 2020

- Integrated customers credit Card Credentials into the Point of Sale
- Integrated customers Gift Card both 3rd party and Revention Gift Cards

- Integrated Google Maps with proprietary software
- Integrated Online ordering with proprietary software
- Integrated and troubleshoot Hot Schedules within proprietary software
- Helped customers create Apple Developer Accounts for mobile apps
- Designed app-icons and loading screens for clients iOS and Android apps
- Helped design Online Ordering websites for clients
- Managed client production databases through direct SQL queries
- Designed and implemented testing infrastructure and process for new proprietary software platform
- Tested all new feature releases and versions of proprietary software
- Documented bug reports, feature requests, and product changes in proprietary software
- Assisted customer support with P1 cases including network troubleshooting

Tier 1 Technical Support | Revention Point Of Sale | Aug. 2018 - Nov. 2018

- Installed, configured, and maintained Windows operating systems including 2000, XP, 7, 10
- Installed and maintained network wiring for client and company facilities
- Maintained and configured company and client LANs
- Performed diagnostics for network problems and outages
- Delivered support for Remote Access VPN and troubleshooting
- Created, restored, and investigated client production databases
- Guided clients through hardware set up using remote tools and telecommunications
- Used remote access tools Bomgar, TeamViewer, and LogMeIn to resolve help desk tickets
- Diagnosed and replace faulty hardware including disk drives, network cards, hard drives, and peripherals
- Assembled complete Windows PC systems including all internal hardware and related peripheral devices

Bench Technician | Torch IT Solutions | Mar. 2018 - Aug. 2018

Help Desk/Sales Associate | Impress Computers | Apr. 2016 - Aug. 2017

Education

- University of Victoria - Katy, Tx | Aug. 2018 - May 2024
Currently pursuing a Bachelors of Science in Computer Science
- Amarillo College - Amarillo, Tx | Aug. 2013 - Dec. 2015
Associate Degree in Computer Information Systems, Cyber Security

Activities

Pursuits: Computer building | Working on cars | Computer Programming

Development Experience

Front End Web Development Student (February 2017 - August 2017)

The Iron Yard is a 24-week immersive code school. The program started with HTML and CSS, then moved into JavaScript, frameworks, and APIs while designing single page apps. The coursework mimics fast-paced, on the job learning with a focus on product development.

NPM Library for Connect Four Board Game

This was a group project that the whole class worked on. It uses only Javascript in order to tell when a user has successfully connected four of their same pieces. It creates an empty board for the user. My contribution was detecting the winning sequence and triggering the game end process.

Connect Four single page app

This connect four project was built with HTML, CSS, Javascript, React, and it is responsive. It uses only functional, stateless components, and only has one state object. The game detects when a game has been won or ends in a draw by using the NPM library that the class created.

Scheduled Maintenance single page app

This project is built with React, Firebase, Mori, and Ratchet for styling. This was my final project for The Iron Yard. It is a mobile web application to be used when a computer technician goes to clients places of work and checks on their computers. It is an 11 point check list that you go through for every computer. You can view a spread sheet of the job on a computer screen.

GitHub Username Search single page app

The GitHub API clone was the first React project that we did using a framework for Javascript. It uses only functional components with only one state object. It detects the username that you type in and will tell you their name, a link to their GitHub Profile, a link to their blog, their location, and if they are hireable.

Color Clock single page app

The color clock project was one of my first projects where I started putting everything together. I combined approaches of CSS layout, and animation. I broke down a simple process of mathematical steps into a series of statements in JavaScript. Demonstrated functional programming methods and use of DOM API's.

Calculator single page app

The calculator project was built using divs instead of buttons. Also did not use .eval() for the entire assignment. This project helped me understand state better.