

Blake Prouty

Full Stack Web Developer

Contact



Sioux Falls, SD



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Develops with

- HTML 5
- CSS
- SASS
- LESS
- JavaScript
- React
- Redux
- Python
- Jest
- Gatsby
- REST
- REST
- GraphQL
- Node.JS
- SQL
- Github
- VsCode
- Express
- Git
- Github
- Figma

Education

2019 - 2020

Lambda School, Online
Full Stack Web Development

2010 - 2015

South Dakota State University,
B.S. Nutrition and Food Sciences

Interests

- Strangers
- Everything Outdoors!
- Communication
- Literature
- Travel

Experience

2020

MUD Cyber Punk | School, Cross-functional Sprint | [GH Repo](#) | [Deployed](#)

- Game application built using Django. Backend application serves a game map. Handles user creation and saves in-game player location.
- Frontend application fetches our data structure and renders it. User's can register to the game and explore the map.
- Key responsibilities included the FE application, implementing Redux and User Interaction with the game map, aided by visual library React-Vis.

2019

Riders for Life | 8 Week Developer Internship | [GH Repo](#) | [Project Demo](#)

- Developed a production-level prototype application for a Nonprofit in React, Node.
- Built CRUD operational Administrative User Interface, configured an SMS messaging service to our backend application
- Key responsibilities included the FE application, implementing Redux, creating reusable components, and design.

2019

Chef Portfolio | Node.js Express PostgreSQL | [GH Repo](#)

- Week-long sprint in a cross-functional team. Social media concept application. Built endpoints, handled JWT authorization and middleware, modded database to handle user, recipe types
- Fetch and observe user information from the Github API

2019

Github Finder | Training Program | [GH Repo](#) | [Deployed](#)

- React SPA built using classed based components for application and component level state, later refactored to hooks and context
- Fetch and observe user information from the Github API

2019

React Tetris | Personal Game Project | [GH Repo](#) | [Deployed](#)

- Creates a game stage, builds tetriminos to generate at random. Checks for collisions.
- Uses hooks to update the game stage and player position.

2019

Dark Mode | Custom Hooks & Local Storage | [GH Repo](#) | [Deployed](#)

- Setting and retrieving a storage object using a custom hook, stateful logic.
- Using a custom hook to determine whether our value is True or False.

2016-2018

Oregon Dept. Of Human Services | Case Manager

- Created service plans for individuals receiving Medicaid Benefits
- Developed community partnerships to build and sustain communication among health partners and care professionals

2013-2016
+ Present

JAARL Investments | General Manager

- Property management and development, restaurant management, vacation home rental management

2011-2013

Bravo's Restaruant | General Manager

- Responsible for managing front of house operations from menu creation, beverage ordering, hiring and scheduling.