RYAN J. HUFFAKER

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SKILLS & OTHER

Programming Languages: JavaScript, HTML5, CSS3, TypeScript, Python.
Libraries & Frameworks: React, Angular, AngularJS, Bootstrap, Node.js, Express.
Tools & Database: Git, GitHub, Postman, MongoDB, MySQL.

EXPERIENCE

Freelance Web-developer, Remote   10/2021 thru Present
- Worked with business owner to create responsive web app for visualizing customer data.
- Leveraged various frameworks and APIs, including React, Angular and Google Maps.

School-Bus Motor-home Conversion, Tooele, Utah   4/2022 thru 11/2022
Purchased 40-ft school-bus and transformed it into a fully-functional motor-home
- Gutted bus interior, patched roof exits and several windows with sheet metal, found and repaired leaks, debugged and removed old wiring, insulation, rust, and mold.
- Repainted bare metal and built out interior with reclaimed wood, adding heat-shield, sub-floor, new insulation, dividing walls and custom-designed furniture.
- Installed water tanks, solar panels, deep-cycle batteries and full electrical system.

Responsible Pest and Scorpion Control, Fruitland, Idaho / Remote   4/2017 thru 10/2021
Web Development and New Account Data Entry
- Created a proprietary web application to help visualize route efficiency and streamline the create of new customer accounts. This included an up-to-date Google map of more than 7000 clients to help with routing and visualization of data.
- Assigned new accounts to regular service routes, while taking factors such as location, daily workload, and technician skills into consideration.
- Assisted with the restructuring of routes to increase revenue and efficiency.

Data-entry Automation
- Created a userscript to add an intuitive graphic user interface to customer management software and eliminate the need for 3rd-party mapping software.
- Added a filtered map (using Google Maps API) to display the location of nearby accounts.
- Added functions to streamline and automate data-entry tasks by more than double.

Product Development and Prototyping
- Collaborated with a team to design innovative pest-trap designs eligible for patent.
- Used CAD software to refine 3d models for both 3d printing and injection molding.
- Oversaw 3d-printing of prototypes for further testing in the field.

EDUCATION

BA, English, Creative Writing Emphasis, Boise State University