# Sam Clavette

# Full Stack Developer

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Full-stack software developer focusing on front-end development, building immersive reactive great looking interfaces. Excels professionally when working on an engineering team, partnering with UX Architects and designers, presents to and works with business stakeholders, focuses on implementing functional technical solutions. Includes an engineering and industrial-design background, including Solidworks model-building, design rendering, research and concept presentation.

## Tech Skills

 Angular 14, Angular CLI, Typescript, Jasmine, Karma, RXJS, Moment.JS, AG-Grid, MDI/Font, React, Redux, Redux-Saga, Javascript, C#, Express, Node, Heroku, Axios, Material UI, Microsoft Terminal, Git, Github, GitLab, Rapid API, VS Code, Postman, postgreSQL, Postico, Mac Terminal, Chrome Dev Tools

# **Experience**

## **Delta Airlines / Concord**

March 2022 / Present

## **Angular Developer**

- CrewTracker360 is a mission critical flight crew scheduling management tool used internally with Delta Airlines to
  monitor pilots and flight attendants staffing assignments distributed across flights system wide. UI developer focusing
  80% on Angular/Typescript front-end development, 10% unit testing using Jasmine/Karma, and other team building
  and communication duties.
- Concord contractor full-time on site with team of 15-20 developers, 5 front-end, 15 back-end, coordinating with other
  front-end devs, business analysts, back end data services engineers, and app server engineers. Hybrid A/B
  environment 5 days in office, 5 days remote, currently 100% remote while office is remodeled.

## Prime Academy

Aug 2021 / Jan 2022

#### Full-Stack Software Immersion program Student

- LYSTR Group Client Project. A web based market for watercraft owners list vehicles for rent to people who are vacationing or traveling nearby. Owners can create vehicle postings, upload images, and select dates for vehicle availability. Renters may browse lists of vehicles and search by city, date range, and vehicle type. This app was developed for an investor client in 4 weeks from scope, to wire-frame mockup, to working CRUD app with a 4 person developer team..
- LocationList App Solo Project. Mobile first shopping list which sorts your items based on your location in a store.
   Search products from your favorite stores. While you shop the store and check items off your list, remaining items sort-by distance closest to you.
- Technologies used: React, Redux, Redux-Saga, Javascript, Express, Node, Heroku, Axios, Material UI, Amazon S3, API's, VS Code, Postman, postgreSQL, Git, Github, Mac Terminal, Postico, NPM, cPanel.

## Chandler

Jan 2017 / Sept 2021

## Senior Design Engineer

- Implemented Solidworks EPDM database management system, partnered with solidworks technical sales team to
  install and configure workflow for engineers, project managers, and production. Led the system design features,
  iterated on PDM settings and variables to enhance 3D data, technical drawings, and development status notifications.
- Developed interior retail concepts using Solidworks and rendered in Keyshot. Built presentation documents with Adobe inDesign, Illustrator, and Photoshop for internal reviews and client presentations.
- Engineered rendered concepts for domestic and import production. Models used for CNC programming, production drawings, building prototypes to test functionality and present to clients in person.

# **Process Displays**

Apr 2016 / Jan 2017

# **Design Engineer**

• Developed engineering model, production prints, assembly instructions for Google Campfire shop for Best Buy stores. Worked with production, structural engineers, clients presented progress weekly for reviews and updates.

# **Target Product Design & Development**

Jan 2009 / Mar 2016

#### Designer

Aug 2011 / Mar 2016

• Designer responsible for developing seasonal trend based product assortments. Applied internal trend concept vignettes, themes, artwork and color pallets, presented to internal design leaders and business stakeholders.

#### **Technical Designer**

Jan 2009 / Aug 2011

• Technical Designer for the Target hardlines and home product teams. Evaluated and specified consumer product quality and developed samples with functional and safety priorities.

## Education

#### Prime Digital Academy / Full - Stack Software Engineering Certification

Jan 2022

• Web developer immersive in-person program exploring web technologies, agile software team projects, white boarding, code challenges, professional development, public-speaking, and DEI training.

## Udemy / Modern Angular Web Developer BootCamp

Sept 2022

#### University of Wisconsin - Stout / BFA Fine Art - Industrial Design

May 2003