Sam Clavette

Full Stack Developer
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Full-stack software developer interested in solving problems by using data and web technologies. Brings a background in industrial-design and engineering. Excels professionally when working on an engineering team, partners with designers, presents to and works with clients, and focuses on building functional technical solutions.

Tech Skills
- React, Redux, Redux-Saga, Javascript, C#, Express, Node, Heroku, Axios, Material UI, VS Code, Git, Github, Rapid API, VS Code, Postman, postgreSQL, Postico, Terminal, Chrome Dev Tools, Firefox

Experience

Prime Academy
Aug 2021 / Jan 2022

Full-Stack Software Immersion program Student

- **LYSTR Group Client Projec**t. 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 Projec**t. 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.

- Visited stores for overnight installation and client stakeholder reviews. Engineered all components for Home Depot Appliance showroom. Developed design concepts for engineering, led an engineering team.

Process Displays
Apr 2016 / Jan 2017

Design Engineer

- Developed engineering model, production prints, and assembly instructions for Google Campfire shop for Best Buy stores.

- Worked with production, structural engineers, clients to engineer and develop models based on renderings. Presented progress weekly to customers for reviews and update plans.

Target PDD
Jan 2009 / Mar 2016

Designer
Aug 2011 / Mar 2016

- Designer responsible for developing seasonal trend based product assortments in storage and organization categories. Applied internal trend concept vignettes, themes, artwork and color pallets to make mood boards and presented to internal design leaders and business stakeholders.

- Worked with import vendors to request samples, select and provide feedback on samples and request additional refined sample rounds to build product merchandise assortment.

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.

- Worked in bath categories establishing quality metrics and documentation.Worked on product development for outdoor furniture brand Smith & Hawken Accessories categories.

Education

Prime Digital Academy / Full - Stack Software Engineering Certification
Jan 2022

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

University of Wisconsin - Stout / BFA Fine Art - Industrial Design
May 2003