

SEAN SMITH

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GitHub: github.com/bonham000

Portfolio: sean-smith.me

- LANGUAGES AND TECHNOLOGIES

- **Proficient:** JavaScript, ES6, React, Redux, React-Router, Enzyme, Node.js, Express, MongoDB, Webpack, Babel, Socket.IO, HTML5, CSS3, Sass, D3.js, HighCharts, jQuery, Git, Heroku.
 - **Exposure:** Ruby, Python, SQL, PostgreSQL, Mocha, Chai.
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- PROFESSIONAL EXPERIENCE

Ticketz | Software Engineer | Remote | [live](#) | [code](#)

2016

Open-source work-order system for IT, maintenance, and contractors designed to be lean, efficient, and accessible.

- Developed client-side components to handle new ticket submission using React and React-Router.
 - Implemented client side form validation using JavaScript to reduce server traffic and improve user experience.
 - Developed backend API endpoints and database schemas to handle new organizations, users, and tickets.
 - Improved frontend responsive UI and navigation sidebar animation using bootstrap and custom CSS.
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Free Code Camp | Software Engineer, Core Team | San Francisco, CA | [live](#) | [code](#)

2016

In-browser test module for developing the React & Redux challenges for the Free Code Camp curriculum expansion.

- Designed over 75 React and Redux challenges for the core curriculum expansion to be used by over 350,000 monthly active users of Free Code Camp.
 - Constructed platform to live render and test React and ES6 code in a browser utilizing Babel and Enzyme.
 - Wrote 300+ unit tests using Enzyme to live-test React components and Redux functions written by users.
 - Managed collaborative review process of 20 QA testers for all the challenges by creating contribution guide.
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Firgon Outfitters | Web Developer + Co-Founder | Nashville, TN | [live](#)

2014 - 2016

- Improved revenue generation by ~25% annually by developing e-commerce platform to showcase products, manage orders and inventory, and reach new customers using HTML5, CSS3, and third-party CMS.
 - Developed customized themes and styling of 10+ web based components using HTML5 and CSS3.
 - Created graphics for primary product line with open source image design software (GIMP and Inkscape).
 - Achieved sales goals of 300+ products to retailers across Nashville region by creating structured sales process.
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- RECENT PROJECTS

Quiz-it | Software Engineer | [live](#) | [code](#)

2016

Study app for a community of users to create custom quizzes and track their progress with a leaderboard.

- Reduced HTTP requests to Node.js server by more than 75% by utilizing React-Router for frontend routing.
 - Architected RESTful API using Node.js and Express to persist user quizzes and scores with MongoDB.
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FCC Dungeon Crawler Game | Software Engineer | [live](#) | [code](#)

2016

Retro-style in-browser game designed to emulate console dungeon-crawler games from times long past.

- Increased user engagement to 1500+ players by creating thematic UX with JavaScript, HTML5 and CSS3.
 - Reduced frontend codebase by ~25% and improved maintainability by applying React design principles.
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Pictur | Software Engineer | [live](#) | [code](#)

2016

Image sharing full-stack JavaScript web app that lets users link to images and browse images shared by other users.

- Reduced codebase and improved app maintainability by employing Redux for frontend state management.
 - Implemented single sign-on authentication using Node.js Passport middleware to facilitate user experience.
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- EDUCATION

B.S. Biochemistry The University of Tennessee, Knoxville

2014

B.A. Anthropology, The University of Tennessee, Knoxville

2014

- LEADERSHIP + AWARDS

President & Fundraising Director, UTK Habitat for Humanity Campus Chapter

2012 - 2014

Phi Beta Kappa Inductee, The University of Tennessee, Knoxville

2013