

# Robert G. Weilbaecher

Full Stack Software Developer

## ABOUT ME

Accomplished former medical physician who changed careers to pursue life-long passion for computer programming. I like finding simple solutions to complex problems. I focus on making sites and apps that people enjoy. I solve day-to-day issues by starting with research, creating a minimal viable product, and iterating based on user feedback.



504.729.0928



robertgweilbaecher@gmail.com



linkedin.com/in/bobweilbaecher



New Orleans, LA

## SKILLS

HTML5, CSS3, Javascript  
Typescript and ES6  
Angular and RxJs  
React and Redux  
NodeJs and Express  
MongoDb and Firebase  
Postgres and MySQL  
Git and GitHub  
Ionic/Cordova  
Ruby/Rails  
Python/Django  
Java

## EDUCATION

B.A. / Archaeology - PreMed  
Columbia University  
1987-1991

M.D. / Medicine  
L.S.U. Health Sciences Center  
1991-1996

Fellowship / Internal Medicine  
Fairview-University Hospital  
1996-1999

Web Development Immersive  
General Assembly – Austin, TX  
2015

Software Development  
University of New Orleans  
2019

## EXPERIENCE

### TECHNICAL SUCCESS MANAGER

Bazaarvoice – Austin, TX | 2017 - 2018

Investigated, debugged, and performed code changes to resolve technical issues for my Fortune 500 named accounts. Routinely had to read code to look for errors in many formats – XML, HTML, CSS, Javascript.

- Won MVP Award for working on Salesforce tool to help the Support Team be more efficient.
- Won the Innovation Award for being the lead developer on a Node/React App (Narwhal) that got first place in the Company Hackathon.

### LEAD JAVASCRIPT INSTRUCTOR

Southern Careers Institute – Austin, TX | 2016

Taught a Javascript Full Stack Immersive Bootcamp, which focused on HTML, CSS, Javascript, Typescript, Angular, Node/Express, Ionic, MongoDB, Git and GitHub as well as the Agile/Scrum software development process.

- Developed the syllabus and integrated the curriculum of a national coding bootcamp within the school's framework.
- Helped coordinate a teaching program for high school students to develop a 3D Unity game application (MageMakers) that was coded in C# and used Blender to render 3D objects
- Worked with a software engineer to help design a MEAN stack web application for the school.

### Software Developer

3 Day Startup – Austin, TX | 2016 - 2018

Part of a judging panel to select a winner of an app pitch contest and led the development team who would make a working prototype.

- Gathered user requirements and translated them into a working app in a 36 hour hackathon.
- Integrated socket.io, google maps, and twillio.
- Wrote backend api for iOS and Android apps and MERN stack app for desktop.