Austin Melchior

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Full Stack Engineer with a passion for learning, teaching and programming. With experience in many technologies as well as Agile methodology, TDD and a background in various fields including construction, pyrotechnics, insurance, and technology. I bring strong skills in software consulting, test driven development, and agile project management that help companies create a coherent product that fulfils the consumer's needs.

PROFESSIONAL EXPERIENCE

8th Light Consulting Company, Los Angeles, California
Software Engineer Apprentice, *2020 - 2020*
➢ Work on a healthcare related application with Proximie that allows doctors to effectively communicate with Covid patients utilizing Elixir
➢ Work on a supply chain tracking application with 4Kites that tracked the supply chain of Covid related supplies, utilizing Typescript
➢ In depth training and learning of programming principles and processes including TDD, Scrum, Kanban, Agile workflow, and continuous integration and deployment

Flatiron School, New York, New York, (Remote)
Software Engineering Coach, *2019 - Present*
➢ Pair with students to provide technical guidance through the Flatiron curriculum on subjects including Ruby on Rails, Javascript, React, and development environments
➢ Submit pull requests to fix errors in tests, instructions & support documentation and create JIRA issues if necessary

HelloTech, Los Angeles, California
HelloTech Hero, *2016*
➢ Resolve technical issues and installations across multiple platforms including Windows and Mac PCs and laptops, Android and Apple handheld devices, printers, audio and video equipment, streaming and smart home technology

TECHNICAL SKILLS

JavaScript, Typescript, React, Redux, Ruby, Rails, SQL, CSS, HTML5, Nginx, Java, Elixir, Eclipse, React Native, Python, C++, PostgreSQL, SQLite, Visual Basic, Linux, Git, Github, DevOps, TDD, Agile Development, Continuous Integration

TECHNICAL PROJECTS

Proximie Bedside App - Website
A healthcare video application that allows doctors to visit patients remotely in a large-scale environment
➢ A mobile-first TDD application written in Phoenix

4Kites Covid Map - Press Release - Live Version
A supply train logistics tracking application that tracks the movement of Covid related supplies
➢ A TDD Typescript application that utilizes leaflet to create a choropleth of the US with related data displayed

Tic-Tac - Github
A tic-tac-toe app that allows users to play tic-tac-toe against AI and in various game modes
➢ Python tic-tac-toe app written using TDD that implements minimax algorithm to create an unbeatable AI
➢ Programmed using Agile methodology using Scrum with a kanban to manage the process

Daves Legacy Tic-Tac-Toe - Github
A legacy tic-tac-toe app that allows users to play tic-tac-toe against AI
➢ Utilized characterization tests to allow changes to be made to application without worry of breaking

Magic Manager Pro - Github - Live Version
A trading card game manager written using Rails with Javascript features for smoother user experience

Streamy - Github - Live Version
A live streaming app that allows users to live stream video written with React/Redux utilizing a Rails backend

EDUCATION

Flatiron School - *2018*
➢ Full Stack Web Development, Ruby on Rails and JavaScript online program specializing in Rails, React and Redux