

Ian Storms

Software Engineer

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Creative software engineer with the ability to pick up new languages and technologies as needed. Prior to being a software engineer, I worked as a primary school teacher in Beijing, China. Living in a foreign country forced me to utilize my problem solving skills on a daily basis. I was given the opportunity to teach basic computer science classes to children and this is where my passion for coding grew. I am seeking entry level software career opportunities.

Skills

- Debugging | JavaScript | Python | Node.js | React | Express | Redux | RESTful API | PostgreSQL | Sequelize | Bootstrap | Flexbox | AWS | React Native | HTML | CSS | Mandarin

Education

The University of Minnesota - Duluth | B.A. in Political Science | Duluth, MN September 2009 – May 2014

DigitalCrafts | Certificate in Software Engineering | Atlanta, GA October 2020 – February 2021

- Software engineering training program covering full-stack development including, but not limited to JavaScript, Python, including an emphasis on cutting-edge frameworks like React/Redux and server-side technologies including Node.js, Express, and PostgreSQL.

Software Development Portfolio

Sage Advice | <https://github.com/Stormy110/Sage-Advice> November 2020

- Lead development efforts for an advice and joke application utilizing 3 APIs and manipulating the API data.
- Responsible for designing CSS and fetching and manipulating data from the API.
- User experience allows for the ability to view a piece of advice, a Chuck Norris joke or a picture of a puppy.
- Front-end project built with HTML, CSS, and Javascript.

Double Bubble | <https://github.com/Stormy110/Double-Bubble> December 2020

- Created a simple to-do application that tracks what you have or have not completed.
- User experience allows the user to signup or login to the application, add a to-do or look at your current to-do list.
- Solo backend project using Node.js, Express, PostgreSQL, CSS and JavaScript.

RedClover | <https://github.com/k5tuck/RedClover> December 2020

- Member of a 4-person development team building a new banking application targeted towards people in underdeveloped countries in order to help them save and invest their money in an easy way.
- This project is currently under construction and implementation of relating data models is in progress.
- Built with HTML, CSS, JavaScript, Express, Node.js, Sequelize, and PostgreSQL.

Gamer's Paradise | <https://gamersparadise.digital> January 2021

- Member of a 4-person development team that built a social media application dedicated towards reviewing and sharing video games with other users.
- I was responsible for building routes and controller functions for the main features of the application including login function, post creation and search functions.
- Built with CSS, JavaScript, Express, Node.js, Sequelize.js, and PostgreSQL.

Professional Work Experience

Springboard International Bilingual School | Primary School Teacher | Beijing, China August 2018 – July 2020

- Grade four homeroom teacher specializing in teaching math, science and computer science.
- Helped build and implement an IB curriculum for the science and social studies programs.
- Coordinated and lead the Communication Committee to foster and improve better communication between foreign and chinese staff.
- Using modern technologies like smartboards, personal computers, and a robotics lab, I was able to build and maintain a successful STEM environment for the grade four students.

U-Smart Education | Foreign Language Teacher | Jinan, China November 2014 – July 2018

- Taught primary age students English skills in reading, writing, math and science.
- Helped create and implement marketing strategies to increase student enrollment which lead to the opening of two more schools.
- Applied knowledgeability in Chinese culture and language to develop and implement effective curriculum.