

Stuart Molnar

I'm a **full-stack developer** with a focus on creating user-centric digital solutions. My strong foundation in web development and commitment to the details drive me to produce not only useful, but also intuitive products. With experience working on collaborative projects alongside UI/UX designers, I effectively integrate both creative and critical thinking throughout the development process.

Contact

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Education

Sep 2019 - Dec 2022
Diploma of Information Technology
British Columbia Institute of Technology

Skills

- HTML + CSS + JS
- React
- Python
- SQL
- Docker

Work Experience

- Jan 2023 - Present
Freelance Front-End Developer
Western Star Resources Inc., Rio Minerals Ltd.
 - Developing visually appealing and modern websites for businesses in the mining industry, adhering to brand guidelines and utilizing HTML, CSS, JavaScript, React JS, and TailwindCSS
 - Collaborating closely with a UI/UX designer to translate design concepts into functional, responsive, and visually appealing web interfaces, prioritizing design elements to deliver a seamless user experience in alignment with project goals
- Feb 2023
Freelance Full-Stack Developer
U.S. Department of Health & Human Services
 - Developed responsive interface using HTML, CSS, JavaScript, and TailwindCSS
 - Enhanced job search using filtering, validation, and USAJOBS API integration.
 - Created CORS-proxy server with Python, Flask, and Gunicorn for USAJOBS API queries
 - Containerized deployment using Docker on Linux VM and streamlined setup with initialization script and YAML configuration
- Jun 2015 - Jan 2023
Geological Technician
Rio Minerals Ltd.
 - Created Python tool to merge data from different teams, streamlining data management
 - Conducted geochemical and sediment sampling to inform mining operation decisions
 - Utilized GPS technology and geological analysis to identify drilling locations

Projects

League of Legends NLP Chat Assistant

- Developing a web app for tailored advice on champion matchups and strategies with OpenAI's GPT-3 API
- Collecting and managing game data via web-crawling and a relational database
- Utilizing a containerized microservices architecture with Docker for scalability and maintainability
- Building a user-friendly React front-end for a seamless user experience

Roster Scheduling Optimization

- Utilized WOA and GA algorithms in a semester-long project to solve roster scheduling challenges
- Extended the EvoloPy framework to incorporate my implementation of the algorithms
- Developed diverse testing scenarios to evaluate algorithm performance, accuracy, and speed
- Analyzed data to gain insights into algorithm efficiency and effectiveness
- Visualized and presented comparison results to peers and instructors to demonstrate the potential of WOA and GA in optimizing roster scheduling