TOBIN DEKORNE

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SKILLS

Languages:	Javascript, PHP, GO, Python, CSS, C, C++
Libraries:	jQuery, ReactJS
Frameworks:	ExpressJS, VueJS, CodeIgniter, Bootstrap
Databases:	MySQL, DynamoDB, MongoDB
AWS:	S3, Lambda, DynamoDB, CloudWatch, CDK
Other Tools:	NodeJS, Git, Subversion, JIRA

WORK EXPERIENCE

Full Stack Web Developer

Ezoic, Inc

June 2021- January 2022

- Developed an automated script in Go to extract content from a URL using a lambda function on AWS.
- Adhered to REST best practices when creating the back-end API to allow users to create a video based on content gathered from a URL which they owned.
- Upgraded and maintained a custom video timeline UI using VueJS to match mockups and wireframes provided by our designer.
- Improved Git commit process using Git pre-commit hooks to check in on dependency files and conditionally ignore them.

Full Stack Web Developer

Fiserv, Inc

Oct 2018- June 2021

- Deconstructed company database, architected, designed, and implemented a PII removal system, written in PHP using the CodeIgniter framework, to comply with legal standards of data retention in the U.S. with CCPA law and overseas to comply with GDPR law.
- Architected and led a team through the implementation of a custom reporting feature using AWS Lambda and S3 to connect to an API
- Designed and implemented a mapping engine using AWS DynamoDB, S3 and Lambda to allow clients to create mapping rules for shipping based on product SKUs
- Created an AWS CDK deployment using Lambda, S3, and DynamoDB to migrate a proprietary data structure with data mutations to achieve single millisecond latency upon requests for that data. AWS X-Ray was used to trace the Lambda function workflow and was programmed using Python.

Peer Lead Team Learning Leader

California State University San Marcos

January 2018 – May 2018

- Developed a web-based game to increase student interaction
- Spearheaded a new program to help students succeed in business calculus
- Created activities designed to promote team building to ensure strong group relationships
- Prepared and facilitated tutoring workshops, and academic support sessions for groups of students
- Developed teaching and training materials, such as handouts, study materials, or quizzes
- Strategized in weekly meetings with faculty to create relationships and team up on content creation

EDUCATION

B.S. in Computer Science

California State University San Marcos

Aug 2015 – May 2018

PROJECTS

Math Tic-Tac-Toe

NextJS MathJax

https://tic-tac-toe.tobindekorne.com

Designed and implemented a web application to help teachers make learning math in a group setting more fun. The basic game of Tic-Tac-Toe was changed to split a class into two teams. Each space on the tic-tac-toe board is assigned its own question and answer. This is achieved using a QA editor which includes a custom math keyboard on desktop browsers using LaTeX-like syntax from the MathJax library with live previews of what the syntax compiles to.

GoalSetter

MERN Stack

https://mernapptobin.herokuapp.com/login

GoalSetter is essentially a todo list application built using the MERN stack. This app harnesses JWTs to allow for user authentication for user registration/login. The JWT is sent through the authorization header. Mongoose was used to help interface with MongoDB. The React frontend is quite simple here but still shines with a nice organizational way to keep goals contained in their own components.

GitHub Finder

ReactJS

https://githubfinder-react-tobin.netlify.app

Utilized ReactJS to create a reactive UI in which A searchbox component is used to call on the Github API to search for and load in user profile information into card components for users matching the search terms. These cards can then be loaded into a full page with more information about the user's profile. This was done using various search terms within the REST API spec provided by Github.

Sudoku Solver

Python

https://github.com/Tobindekorne/sudoku_solver

Created a sudoku puzzle solver using a recursive backtracking algorithm in python. This was created as part of a learning tool while tutoring a grad student in Advanced Graph Theory where students were required to use basic pseudocode to lay out algorithms and evaluate run times.