Dustin Bovee

FULL STACK SOFTWARE ENGINEER

dbovee824@gmail.com • 269-506-5112 • Centreville, MI

• <u>LinkedIn</u> • <u>Github</u> • <u>Personal Site</u>

TECHNICAL SKILLS •JavaScript •Python •SQL •Flask •SQLAlchemy •React •Redux •AWS •HTML CSS •Node.js •Express •Sequelize •React.js •React Native •PostgreSQL •Docker •Sqlite3 •Agile Project Management •Debugging •SDLC •Linux •OOP •Data Visualization •Data Structures & Algorithms •Render •Responsive Design •Thunk •Databases •Microsoft Suite

EXPERIENCE

Software Engineer • Freelance

Joezano's Pizza • Hamilton, MI | Github | Live

05/2025 – present

- Built a free **rapid prototype** for clients so their users can be redirected to their menu ordering software.
- Adhered to clients frontend **wireframes** to style and deliver custom **React** components.
- Provided Consults for marketing, web development, and user stories... Guided clients through **SEO**, **SEM** best prac. Lake Life Services LLC Three Rivers, MI

 10/2024 05/2025
 - Resolved API conflicts and assisted with the front-end development using WordPress.
 - Assisted in automating systems for optimal website and marketing performance by custom keywords and copywriting methods and utilizing Google's tag manager to increase impressions by approximately 23%.
 - Presented and documented research for easier website transition to a modern tech stack.

PROJECTS

TRADE TOAD | Github | Live

• Flask • SQLAlchemy • Polygon API • Re Charts

- Led a 4 member, software engineering team and documented **development processes** by assigning tasks with **Kanban** cards, Github projects, backlogs, timeline roadmaps, priority boards, and wiki pages so the team could have resources all in one place to stay organized and make project replication easier.
- Configured a search bar feature that takes user input as form data and dispatches a **3rd Party API** call from **Polygon** to fetch real-time, **high-volume market data** using **RESTClient**.
- Developed a **re-chart** component with the x and y-axis being the time and data values from the market data aggregates.
- Registered **blueprints** for **API routes** and assigned url_prefixes inside __init__.py file for smoother navigation for both development and production using **bp decorators**.
- Managed V.C. and Production using PSQL commands, and GIT's rebase and merge to resolve conflicts.

FOOTBALL BNB | Github | Live

• Express • Sequelize • React • Redux

- Created scripts inside the backend's package.json file to reduce the time it takes **Sequelize** to undo and create migration and seeder files.
- Defined **relational database** associations inside backend models for Review belongs_to User and Spot, and Review has_many ReviewImage so users can successfully create, read, update and delete reviews left on spots.
- Setup **Cross-origin policies** and **security middlewares** using **helmet**.crossOriginResourcePolicy methods and encrypted user passwords with **bcrypt**.hashSync methods with the user's password as an argument for web security and password protection.

ARCANA ACADEMY | Github | Live

• gsap • AWS S3 • Docker • Cloudinary

- Developed dynamic frontend animations using **gsap** from, to, and set methods, enhancing user engagement and interface responsiveness.
- Updated CSS by declaring will-change:transform for cursor and background style effects to achieve a better UI/UX.
- Implemented useDispatch and useEffect **React Hooks** and **Thunk**-login method to dispatch an authorized backend request to get all players owned by the current user where user_id = current_user.id.
- Researched and implemented foundations for media storage using **Cloudinary** and created a general user with general permissions with **AWS S3** so that users can upload pictures from their devices using regular **form data**.

EDUCATION

App Academy • Full Stack Software Engineering **Grow With Google •** Digital Marketing & e-commerce

Completed 05/2025 Completed 01/2024

Glen Oaks Community College • Associates of General Studies (Transferable) • Centreville, MI

Completed 05/2023