

Alec Downing

alec2downing@gmail.com | Rochester, MN, USA
alecdowning.com | linkedin.com/in/alec-downing | github.com/a-down

Summary

I am a **Frontend Web Developer** with full-stack experience. My goal is to build websites that are easy to view, understand, and navigate. As a former teacher, I have used everything from beautiful creative websites to outdated software. Confusing websites either impede the user or get ignored. Accessible websites make for a better internet.

Skills

- Web development experience in React.js, JavaScript, Tailwind, HTML5, CSS3, jQuery, GitHub, Git (version control), MERN (Node.js, Express.js, MongoDB, Mongoose), MySQL, Sequelize, NoSQL, RESTful APIs, Jest Testing, JSON, npm (Package Management)
- Focus on accessible and responsive designs, coding best practices, and MVC structure
- CSS Frameworks: Radix UI, Chakra, Bulma, Bootstrap, MDBBootstrap
- Communication skills (written and verbal) with supervisors, peers, mentors, and the general public
- Comfortable being thrown into fast-paced/stressful situations from experience as Elementary Teacher and Coach
- Personal skills rooted in a background in educational psychology, developmental psychology, educational methods

Projects

Friends.db

University of Minnesota Fullstack Bootcamp | September 2023

<https://friendsdb-5ccabe7c6928.herokuapp.com>

- Friends.db was a team project created by 6 developers during our bootcamp as our third (final) group project. It is a social network for developers to create profiles, customize their profiles, follow friends, see friends' posts, and interact with their friends' posts. We had a hard 10 day timeframe to build the site.
- Tech stack: React, JavaScript, Tailwind, HTML, CSS, Node.js, Express, MongoDB (Atlas), Mongoose, and Heroku
- Contributions: 47% of project commits, 79% of project additions
- Admin: created and managed Github repo, reviewed, approved, and managed conflicts for pull requests, facilitated daily standups and managed team Trello Board, created and managed team Figma project, managed Atlas MongoDB database, managed Heroku deployment
- UI Design: designed lo-fi wireframes, created hi-fi wireframes with Figma, final design for site
- Styling: styled all pages and components with Tailwind and OOCSS (Object Oriented Cascading Style Sheets), implemented responsive design (mobile first)

Safe Paws

University of Minnesota Fullstack Bootcamp | August 2023

<https://safe-paws-da967720d734.herokuapp.com/>

- Safe Paws was a team project built by 4 developers during our coding bootcamp as our second group project. The site allows users to view pet services, create accounts, add pets to their profiles, and schedule services for their pets. We had a hard one week timeline to complete the project.
- Tech Stack: HTML, CSS, JavaScript, Handlebars (server-side rendering), Express, MySQL/Sequelize, MDBBootstrap, DayJS, npm Uploader, Swiper
- Contributions: 72% of project commits, 65% of project additions
- Admin: created and managed GitHub repo, reviewed, approved, and managed conflicts for pull requests, facilitated daily standups, created and managed team Figma project, managed Heroku deployment
- UI Design: designed lo-fi wireframes, created hi-fi wireframes with Figma, final design for site
- Styling: styled all pages and components with CSS and MDBBootstrap, implemented responsive design
- Server-Side Rendering: used Handlebars to deliver all pages to browser, setup views folder to hold layouts, setup server routes to deliver Handlebars pages

GameVerseHub

University of Minnesota Fullstack Bootcamp | July 2023

Original: <https://a-down.github.io/GameVerseHub/>

Rebuild: <https://a-down-game-world.vercel.app/>

- GameVerseHub was a team project built by 5 developers as our first group project. GameVerseHub allows users to view featured games, search for games by title, and view more information about games that match their search query.
- Tech Stack: RAWG API, HTML, CSS, JavaScript (jQuery), Bootstrap, DayJS
- Contributions: 66% of project commits, 70% of project additions
- Admin: created and managed GitHub repo, reviewed, approved, and managed conflicts for pull requests

Experience

Elementary Teacher

St. Charles Elementary, St. Charles, MN | August 2021 - June 2023

- Contacted parents frequently with positive and negative messages through phone calls, email, and in-person meetings
- Designed and delivered instruction according to the state standard requirements
- Directed 17-22 primary-aged students throughout the 8-hour school day
- Collaborated during weekly meetings with the grade-level team to address concerns and make decisions for the grade

Education

Certificate in Full Stack Web Development

University of Minnesota Continuing Education | September 2023

- Created Friends.db, a MERN social network site, as a team of 6 developers as the third bootcamp team project
- Created Safe Paws, a server-side rendering pet services site, as a team of 4 developers as the second bootcamp team project
- Created GameVerseHub, a HTML/CSS/JS video game database, as a team of 5 developers as the first bootcamp team project
- Implemented code using industry best practices, MVC, and in-demand coding languages
- Completed frequent assignments according to Minimum Viable Product requirements
- Attended daily classes to learn and work with peers to consistently learn new material

Bachelor of Science, Teaching (Elementary Education)

Winona State University