

Alec Downing

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

Summary

I am a **Front End Developer** with full stack and mobile 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 As a former teacher, I have used everything from beautiful creative websites to outdated software.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 tools make for a better user experience.

Skills

- Web development experience in React.js, Next.js, JavaScript, TailwindCSS, HTML5, CSS3, jQuery, GitHub, Git (version control), MERN (Node.js, Express.js, MongoDB, Mongoose), SQL, Sequelize, NoSQL, RESTful APIs, Jest Testing, JSON, npm (Package Management)
- Mobile development experience in React Native, Expo, Nativewind, iOS App Store Connect
- CSS Frameworks: Radix UI, Chakra, Bulma, Bootstrap, MDBBootstrap, TailwindCSS, React Native Stylesheets
- User Interface Design skills using wireframes, mockups, Figma, and user stories
- Communication skills (written and verbal) with supervisors, peers, mentors, and the general public
- Comfortable problem-solving in fast-paced/stressful situations from experience as Elementary Teacher and Coach
- Personal skills rooted in a background in educational psychology, developmental psychology, educational methods

Development

Quick Measure - GPS

apps.apple.com/us/app/quick-measure-gps/id6473677147
<https://alecdowning.com/quickmeasure>

- Quick Measure is a quick and simple mobile app to find GPS measurements. Use your GPS position to measure distance and area. It only takes two taps and feet to start measuring with your location!
- Tech stack: React Native, JavaScript, Expo, Expo-Router, Tailwind (Nativewind), App Store Connect, Google AdMob
- UI Design: designed lo-fi wireframes, created hi-fi mockups with Figma, translated design into code using Tailwind and React Native Elements
- Styling: styled all pages and components with Tailwind (Nativewind) and OOCSS (Object Oriented Cascading Style Sheets)
- Compiled and built native builds with XCode and Expo to implement native packages
- Deployed app on App Store with App Store Connect, project builds and updates are hosted on Expo

Job Notebook

<https://jobnotebook.vercel.app/>

- Job Notebook is a tool for job seekers to keep track of their current applications. In today's job market, there are many steps for potential candidates. Applications that take their time can struggle to keep each one straight. Unlike other job trackers, Job Notebook focuses on what the user needs to do BEFORE submitting their application.
- Tech stack: Next.js 13, React, Tailwind, MongoDB (Atlas), Mongoose, Clerk, Radix UI, CSS, GitHub, and Vercel
- UI Design: designed lo-fi wireframes, created hi-fi mockups with Figma, translated design into code using Tailwind and JSX (HTML)
- Styling: styled all pages and components with Tailwind and OOCSS (Object Oriented Cascading Style Sheets), responsive design for all screens, implemented grid system for consistent sizing and dimensions
- Authentication: used Clerk Authentication (OAuth) to create and authenticate users, store users, and allow third-party signup

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, MDBootstrap, 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 MDBootstrap, 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
- Solved problems quickly and independently while considering all possible outcomes

Education

Certificate in Full Stack Web Development

Certificate: https://www.credly.com/badges/0239a58b-69da-42a7-a295-2046905e0d67/public_url

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
- Focused on accessible and responsive designs
- Implemented code using industry best practices, MVC, and in-demand coding languages
- Completed frequent assignments according to Minimum Viable Product requirements
- Gathered feedback from peers and instructors to create and improve products
- Attended daily classes to learn and work with peers to consistently learn new material

Certificate in React Native

Meta (Coursera) | October 2023

Certificate: <https://www.coursera.org/account/accomplishments/verify/KWP9R9CBG556>

Bachelor of Science

Winona State University | December 2020