# Alexander George Travis

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Full-Stack Web Developer with a focus on JavaScript, Node.js, and a strong rapport with Mongo & SQL. Always willing to approach any objective with lateral and creative thinking, insight shaped the flow of work in many directions at the same time, whilst simultaneously streamlining and improving the code wherever possible. Thrilled at the prospect of being able to turn skills outward to the professional world and create projects that could find their way into the public domain.

## Technical skills:

JavaScript (ECMA2020), MERN (MongoDB, Mongoose, Express, React, Node.JS), SQL (Microsoft SQL Server (MSSQL), MySQL, SQLite) & Sequelize, jQuery, HTML5, CSS, CSS Frameworks (Bootstrap/Materialize), VS Code, Git, GitHub, Version Control, Web APIs, RESTful APIs (JSON/AJAX), Heroku, PWAs, IndexedDB

## Projects:

### Book-It-Yourself github.com/agtravis/book-it-yourself | book-it-yourself.herokuapp.com/

- Mobile first responsive MERN app that runs in the browser – Users sign in with encrypted password, and connect with fellow professionals across the globe. PWA (Progressive Web App) with offline functionality
- Group project, set up the database & back-end routing, built front end scaffolding & API routes, wrote offline functionality, significant portion of front-end JavaScript, and assisted and educated team-members with styling and React component building.
- Features editable profiles, different features dependent on if the user is signed in or not, the ability to search users and filter posts.

### RINQYDINK Gaming Community github.com/agtravis/RINQYDINK| rinqydinky.herokuapp.com/

- Open source gaming community providing a platform for custom games written in JavaScript, chat feature, and user-profiles with encrypted password protection
- Group project, wrote most of the back-end server code, the routing, and Sequelize database interactions. Wrote the original game itself (using the Phaser 3 library, and free sprites and sounds)
- Uses JavaScript via Node.JS and Sequelize along with many other interlaced technologies to provide a fun and good-looking interactive social experience for users.

### Pocket Bartender github.com/agtravis/pocket-bartender | agtravis.github.io/pocket-bartender/index.html

- Mobile first app that runs in the browser, users enter a beverage or ingredient from a cocktail, and the app calls an API to produce images and recipes, and stock a virtual cabinet.
- Group project, wrote everything for the static front end and also the primary API for the cocktail database interaction.
- Uses JavaScript to dynamically interact with the API, and HTML and CSS for the front end.

## Work Experience:

Lowell's Restaurant – General Manager (2013-current, 7 years):

Relevant skills include: Project Management, Team Leadership, Inter-Personal Relationship Management, Customer Service, Human Resources, some Legal, Accounting & Payroll, Recruitment & Terminations.

Key achievements:

- Rebuilt entire Point-Of-Sale system, used existing software to build new database from scratch, successfully implemented in 2017 and still in use
- Reduced and kept labor and pour costs to significantly below national average

## Education:

University of Washington, Certificate in Full Stack Web Development – 2020: Instructor recommended me for TA on future course

Brighton University, Music Production Higher National Diploma - 2006