Alan Banks

Junior Full Stack Software Developer

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TECHNICAL SKILLS

Programming Languages: Ruby, JavaScript, Java, Python, C++, SQL

Web Technologies/Frameworks: Rails, React, AngularJS, Node.js, JQuery, REST, HTML/CSS, JSON

Databases: PostgreSQL, MySQL, NoSQL(MongoDB), SQLite

Other: GIT, Bash/Linux, Bootstrap, Heroku, Azure DevOps, AWS S3

EXPERIENCE

Global Impact (Alexandria, Virginia)

August 2020 - December 2020

Software Application Developer

- Worked alongside numerous developers to manage and re-architect Global Impact's apps.
- Developed behavioral tests and documentation for pre-existing and new features added within apps.
- Debugged numerous issues within code-base and optimized queries involving large amounts of data, allowing faster load times on the client-side.
- Implemented security improvements for Global Impact's user-base:
 - Added session timeouts and 2FA using Twilio Verify API and Ruby DEVISE.
- Created internal tools within Global Impact's online portal application including:
 - Custom mailer: Overrides default emails that get sent out to Global Impact's partners. More user-friendly and easier to adjust email templates.
 - App Date Filter: Enabled the ability to filter applications submitted to Global Impact based upon numerous attributes, greatly increasing speed of locating specific pending applications.

Flatiron School (Washington, D.C.)

January 2020 - June 2020

Software Engineer

• Full Stack Web Development, Ruby on Rails and Javascript programming

TECHNICAL PROJECTS

"Current Trends" - [Github Frontend] | [Github Backend] | [Demo]

An online web search engine made for accessing news locally and across the globe.

- Utilized NEWSAPI and Microsoft Azure's Bing News Search API to retrieve local/global news.
- Created Filter/ Search functionality to determine which articles to fetch.
- Utilized Weather API and Geolocation API to display local weather information.
- Created with React Front End and also implemented Redux to manage state.

"Draw Off" - [Github Frontend] | [Github Backend] | [Live Site]

An online multiplayer game where users are given a prompt to draw and the winner has the most likes.

- Uses asynchronous programming to allow for multiplayer capability.
- Implemented an authentication flow via FireBase Auth, which checks for auth changes client-side.
- Implemented with ReactJS Front end and Ruby on Rails Backend. Styled with Semantic UI.

EDUCATION

University of Maryland Global Campus (Adelphi, MD)

August 2018 - December 2021

• BS in Computer Science (3.50 GPA)

Bowdoin College (Brunswick, ME)

September 2014 - May 2018

BA in Music

HOBBIES/ACHIEVEMENTS

Maryland State Champion •
 2014 (Track & Field)

Musician, VocalistGymnast, Runner

Video Gamer •

Youth Coach & Mentor