Alec Thibodeau
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github.com/alecthibodeau
Angular, React Native, JavaScript, CSS

Engineering Experience

UX Developer, ARCOS LLC, Providence, RI   April 2021 - Present

- Develop innovative front-end software for mobile and web applications in fast-paced, Agile environment with **Angular 2+**, **React Native**, **TypeScript**, **JavaScript**, **CSS3** and **HTML5**, concentrating on responsive, user-facing features for various company products

- Operate remotely for Engineering's UX team, headquartered in Ohio, working independently to build components while collaborating with global colleagues across multiple time zones

- Design engaging user interface prototypes with Adobe XD, routinely leading virtual presentations to show user experience flows before implementing UIs as extensible code

- Use Git, Bitbucket, Jira, Slack, Microsoft Teams and Google Workspace to coordinate with teammates in Engineering, Product, Quality Assurance and Professional Services

Software Developer, Marstone, Inc., Providence, RI   November 2018 - April 2021

- As part of UX team worked with designers and researchers to develop responsive, scalable, front-end components in enterprise-level web applications with **Angular 2+**, **Angular Material**, **Google Material Design**, **Bootstrap**, **TypeScript**, **JavaScript**, **Sass**, **HTML5** and **Python**

- Produced in Agile environment, conducting code reviews and discussions via Bitbucket, Slack and Microsoft Teams to strategically complete scheduled deliverables within biweekly sprints

- Drove ownership of UX team's work by translating InVision design specifications, championing accessibility and ensuring team's steady ranking as highest in number of closed sprint tickets

- Effectively presented production-ready improvements at regular, company-wide sprint reviews, communicating business value of features to executives and other non-engineers

Web Development Fellow, General Assembly, Providence, RI   May 2018 - August 2018

- Trained full-time in a 13-week Web Development Immersive course, learning several modern full-stack programming languages through a rigorous curriculum: Programming Fundamentals, The Basics of Product Development, Front-End and Back-End Web Development

- Capstone project — Patturns.com full-stack web application
  - Wrote **JavaScript** and jQuery code for front-end DOM manipulation and event handling
  - Developed single-page application with **Git**, deployed to GitHub with custom domain
  - Styled site with responsive web design in **Sass** and **CSS3**, plus **Bootstrap** for modals
  - Created custom API for NoSQL database with MongoDB, Express, Node.js and Heroku
  - Enabled users to make AJAX calls to RESTful API with JSON serialization

Related Experience

Founder & Artist, Huetown.com entrepreneurial project, Providence, RI   July 2014 - present

- Manage project schedules and create pieces for Huetown: a broad entity for my art and design ventures, comprising direct sales, wholesale orders and occasional commissions

- Design, build and maintain front-end website with vanilla **JavaScript** to consume PayPal API, plus **Sass**, **CSS3** and **HTML5** for responsiveness, simplicity and smooth customer experiences

Leadership and Awards

Live Panel Moderator, General Assembly, Providence, RI   August 2018

- Selected by General Assembly to prepare questions for and lead discussion of *Intro to the Rhode Island Startup Community*, a live panel featuring New England technology innovators

- Panelists giving their perspectives at event were Dr. Andrew Mallon, Program Director at MassChallenge; Matthew Tortora, Co-Founder & CEO at Crave Food Systems Corporation; and Adam Alpert, Co-Founder & CEO at Pangea

Commissioned Artist, Department of Education, New York City, NY   May 2012 - January 2016

- Out of four nationwide finalists won commission to design permanent public visual art project from NYC Department of Education in collaboration with NYC Percent for Art Program

- Organized multi-year timetable, managed five-figure budget, coordinated with architects, met with project stakeholders and supervised subcontractor team for installation at site in NYC

- Created original designs with hand-drawn pen and ink, then used Adobe Photoshop and Illustrator to convert drawing scans into vector-based stencils for sandblasting at 10 x 20 feet

Related Skills

Visual art and design: In addition to working with Adobe Creative Cloud I've honed my visual acuity and eye for detail by creating imagery and experiences using a variety of traditional studio techniques, including drawing, painting, poster illustration, murals and screen printing

Education

Bowdoin College, Brunswick, ME
B.A. double major in Philosophy and Studio Art, *cum laude*

Phillips Exeter Academy, Exeter, NH
Diploma with Honors