Alex Raymond Vincent

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Biography

Web/Mobile developer who delivers sensible front-end engineering/UI/UX skills to ship apps your users will love. Promises a fresh perspective on UX design from a closely-related game development background.

Relevant Work Experience

August 2017 – Present   Front-End Software Engineer at San Francisco International Airport
- Implemented 7+ internal/external web/mobile apps for all platforms using HTML5/CSS3/JS/Jquery/React.js.
- Served as lead UI/UX designer for all new SFO web/mobile apps in collaboration with SFO marketing dept.
- Wrote 5+ server-side web app backends to communicate with client web apps using Django/RESTful APIs.
- Automated CI/CD deployments to internal CentOS servers and cloud distribution services (AWS/Crashlytics).

May 2016 – August 2017   Software Engineering Intern at San Francisco International Airport
- Assisted developing 3 internal web applications using existing Django/HTML/CSS/JS/Jquery stack.
- Worked with DevOps team to monitor new and existing web apps on SFO servers.
- Collaborated with app designers/SFO businesses to create high fidelity prototypes/mockups using Axure RP.

Noteable Software Projects & Leadership Roles

2016   *Temporary Access Badge System* – Secure Web App for SFO Badge Tracking (Designer, Front-End Dev.)
- Designed app workflow with SFO Security Access Office for 24/7 use by 100+ non-technical security officers.
- Implemented badge issuance client app in a single page web app (SPA) using **HTML/CSS/JavaScript/Jquery**.
- Wrote robust server-side logic, authentication, routing, and form validation using **Django Web Framework**.
- Automated deployment to server using **Nginx, Gunicorn, Jenkins** into a secure 24/7 production environment.
- Since launch, app has issued 30,000+ badges, cut issuance time by half, and stopped 12+ security breaches.

2017   *Shared Ride Vans* – Desktop/Tablet/Mobile Apps for Tracking SFO Shuttles (Designer, Front-End Dev.)
- Collaborated with SFO Landside Ops to design universal apps for daily use by all airport shuttle companies.
- Implemented tablet app, desktop admin portal, and mobile web app using **HTML/CSS/JS/React.js**
- Wrote server-side business logic using **Django** to proxy **RESTful web services** to **React.js / Jquery apps**.
- Since launch, app has tracked 100,000+ trips and delivered real-time van status' to thousands of passengers.

2018   *SFO Copilot* – SFO's first internal Android/iOS App for sharing airport data (Lead Designer, Front-End Dev.)
- Produced Android/iOS app designs in coordination with SFO Marketing for use by 2000+ airport employees.
- Engineered & continuously released native app features from scratch using **React/React Native/Redux**.
- Automated/scripted build, deployment, and signing pipelines for iOS/Android using **Jenkins/Crashlytics**.
- Since launch, app received acclaim from Airport Director Ivar Satero for being an industry-first effort by SFO.

Skills

Languages, Libraries/Frameworks, and Software
- HTML5/CSS3/JavaScript (ES5/6), Python, Java, C/C++.
- React.js, Redux, React Native, Node.js, Django, JQuery/AJAX, Bootstrap, Jest, Nginx, Docker, RESTful APIs.
- Git, Jenkins, Crashlytics, AWS, Unix Command Line, Axure RP, Sketch, Photoshop, JIRA, Confluence, Bitbucket.

Software Development Soft Skills
- Agile/Scrum experience as development team member, scrum master, and product owner.
- Strong public speaker with the ability to unite technical and non-technical stakeholders.
- Quickly adapts to new frameworks/APIs, soft/hardware, or existing code bases with a team-player attitude.

Education

2012-2016   University of California, Santa Cruz   *Santa Cruz, CA*
                 Jack Baskin School of Engineering - 3.81 GPA (cum laude)
                 B.S., *Computer Science: Computer Game Design*