Alex Raymond Vincent

(Contact Me Directly For Address and Phone Number)

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Biography

Passionate web/mobile app developer who delivers practical front-end engineering/design skills to ship apps users 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 applications using **HTML5, CSS3, JavaScript, React/Redux.**
- Served as lead UI/UX designer for all new web/mobile apps in collaboration with SFO marketing/businesses.
- Wrote 5+ server-side web app backends to communicate with client web apps using **Django/RESTful APIs.**
- Automated CI/CD deployments to internal/cloud distribution services using **Jenkins, AWS,** and **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 applications on SFO CentOS servers.
- Collaborated with app designers/SFO businesses to create high fidelity prototypes/mockups using **Axure RP.**

Noteable Software Projects & Leadership Roles

2017   *SFO 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, jQuery, React.**
- Wrote server-side business logic using **Django** to proxy **RESTful web services** to **React / 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.
- Continuously developed and released new app features monthly using **React/React Native/Redux**.
- Automated build, deployment, and signing pipelines for iOS/Android using **Jenkins/Fabric.io/Crashlytics**.
- Since launch, app received acclaim from Airport Director Ivar Satero for being an industry-first effort by SFO.

2018   *SFO eCheck-in* – Web app for automating / tracking attendance at SFO events (Designer / Front-End Dev.)
- Designed app mockups with SFO Wellness Office for weekly use by all airport yoga classes and majors events.
- Implemented SFOs first **serverless** web app using **React, Redux, Express,** and **AWS Lambda, API Gateway, S3.**
- Developed an **OAuth2.0** workflow using **Microsoft Azure AD**, **JSON Web Tokens, custom Lambda authorizer**.
- Automated serverless deployment to AWS using **Jenkins**, **Gulp**, **Node.js** and **AWS JavaScript SDK.**
- Since launch, app has streamlined thousands of check ins and provided valuable metrics for future events.

Skills

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

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*