

ALEX WOODMAN

Full Stack Developer, React Specialist

alexthegoodman@gmail.com

616.325.5407

Grand Rapids, MI

- I AM** passionate for outstanding designs and unforgettable experiences.
- I VALUE** the design community and the open source community to build great products.
- I WILL** set realistic expectations, be honest and transparent, and remain professional.

EXPERTISE

Static Code	Semantic HTML, JSX, SASS, JSS, Gatsby
TypeScript Cross-Platform	Interfaces, Enums, Custom Configurations, Definition Files
React Web Applications	Apollo, Context, Redux, Hooks, MUI
React Native Mobile Apps	iOS and Android, XCode, Android Studio
Node APIs	Express, Passport, GraphQL, Migrations, Seeds, Fixtures
Automated Testing	Jest Unit Testing, Cypress UI Testing, Cucumber BDD Testing
More	NPM, Yarn, SSR, Variable Fonts, Flexbox, SVGs, etc

METHODS

Best Practices	SOLID, Pixel-Perfection, DRY, Clean-Code, ISO Standards, TDD / BDD
Product Management	DevOps, QA processes, GIT version control, Pipelines, automated unit testing, SCRUM
Additional Concerns	Security controls, Performance optimizations, Scalable architectures

PROCESS

1. Identify and obtain all business information related to the challenge at hand
2. Develop specifications and requirements for projects
3. Establish technical plans and coordinate contractor roles as needed
4. Implement verifiable quality assurance controls
5. Deliver projects which meet or exceed scope requirements
6. Provide long-term support mechanisms and procedures

TOOLS

Development Tools	VS Code, WebStorm, Terminal, Sequel Pro, Homebrew, XCode
Deployment Tools	Heroku, AWS, CircleCI, GitLab
Collaboration Tools	Atlassian, GitHub, Asana, Trello, InVision, Slack, etc
Design Tools	Figma, Sketch, Photoshop, Illustrator

LEARN MORE

Portfolio: AlexTheGoodman.com
GitHub: [AlexTheGoodman](https://github.com/AlexTheGoodman)

Twitter: [@AlexTheGoodman](https://twitter.com/AlexTheGoodman)
Facebook: [AlexTheGoodman](https://www.facebook.com/AlexTheGoodman)

EXPERIENCE

Web Developer

AlexTheGoodman - 8yrs - Jan 2013 - Present

- Identify and obtain all business information related to the challenge at hand
- Develop specifications and requirements for projects
- Establish technical plans and coordinate contractor roles
- Implement verifiable quality assurance controls
- Deliver projects which meet or exceed scope requirements
- Provide long-term support mechanisms and procedures

Web Application Developer

EDUStaff - 1yr - March 2018 - May 2019

- Collaborate closely with other developers throughout planning, deliberation, and production stages
- Develop front-end features according to best-practices
- Develop unit tests intended for CI pipelines and deployment systems
- Employ new Web APIs, browser features, syntax optimizations and standardization

Front-End Developer

Cull Group - nearly 1yr - October 2015 - June 2016

- Translate Photoshop and Sketch designs and wireframes to standards-compliant, mobile-responsive, backwards-compatible pages
- Integrate pages with ExpressionEngine CMS and enable control of content pieces, meta data and other items
- Develop email newsletters and transactional email notifications which work through a variety of email clients (including Outlook) and integrate with the CMS Enjoyed the chance to experiment with a Canvas-based Bejeweled-style game for mobile devices

Web Developer

TBX - 1 yr - Feb 2014 - Jan 2015

- Collaborate closely with designers and project managers to ensure timely completion of all deliverables
- Translate Photoshop designs to standards-compliant, mobile-responsive, backwards-compatible pages
- Integrate pages with WordPress CMS and enable control of content pieces, layout, meta data and other items

Front-End Developer

Giving - 6 mos - Jul 2013 - Dec 2013

- Collaborate with various stakeholders (from management to marketing) to aid in designing pages
- Develop pages and modules using in-house development techniques
- Gained valuable experience with Ruby on Rails PostgreSQL, and a variety of other technologies
- Acquired insights into start-up planning and coordination