Austin Dober

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Software Engineer with a background in various customer forward practices. I have over 12 years experience in customer management and most recently produced tech ed software. Skilled in interpreting visual mockups to develop a variety of software applications, and in collaborating with a range of internal and external stakeholders. Through my career opportunities, I have gained invaluable skills, such as problem-solving, task management, effective communication, attention to detail and teamwork.

Work Experience

Software Engineer INE; Remote

Nov 2021 - 6/22/2022

Sole management, development and testing of three of the six web-based applications. Working within an agile setting to create the best experience for our customers as well as our internal staff. Daily team collaboration and jira based ticket management system.

- Primary Tech: Vue 2, Vue 3, Next.js, TypeScript/tsx, SASS CSS, Tailwind CSS, Jestjs, GraphCMS
- Deployment Applications: Github Pages, CodeFresh, Vercel

Freelance Web Developer

Jan 2019 - Present

NA; Remote

Meeting clients to design and develop applications to enhance business solutions and grow digital reach.

- Primary Tech Stack: MERN, React, Next.js, Javascript, HTML, CSS, Styled Components, Bootstrap, MySql, Node.js, MongoDB.
- Deployment Applications: Github Pages, Heroku, and Vercel

Education

Full Stack Web Development Certificate; the University of North Carolina at Chapel Hill Associate Degree in Applied Science; Community College of Vermont

Skills

Technical Skills:

Vue.js, React.js, Next.js, HTML, CSS, JavaScript, JSX, TypeScript, TSX, Jest.js, Bootstrap, Firebase, Node.js, MySQL, MongoDB, Express, Wordpress, Squarespace, Handelbars.js & Salesforce Soft Skills:

Interpersonal Communication, Problem-solving, Self-Learner, Self Starter, attention to detail, Time Management, Project management.

Projects

Super Mario (Reimagined)

Repo: https://github.com/austdobe/SuperMario **Site:** https://austindober.com/SuperMario/

This is a recreation of Super Mario powered by Kaboom.js. This includes 3 levels with a combination of deadly butterflies, angry mushrooms and acid filled water. One smaller map recreating the castle and a bonus level to increase your score. Some levels have hidden "Easter Egg" blocks. Breaking the block will pick up a coin purse and increase your score. This was a solo build, no collaboration.

Technologies used: Kaboom.js, JavaScript, Bootstrap CSS, HTML and CSS.

Blackjack

Repo: https://github.com/austdobe/blackJack Site: https://austindober.com/blackJack/

This app is a build of the popular poker game Blackjack. This is just you vs the dealer. You are dealt 2 cards to start and you have the option to "Hit" or "Stay". The goal is to have your cards as close to 21 as possible, or have it closer than the dealer. Face cards count as 10 and Ace can be 1 or 11. Tie goes to the dealer. This application was built with Styled-Components CSS and written using React.js. This was a solo build, no collaboration.

Technologies used: React, JavaScript/JSX, CSS, Styled-Components.

Beertopia

Repo: https://github.com/austdobe/beertopia
Site: https://austindober.com/beertopia/

This app was built using the database on punkAPI. This is a search and list application. Search for a beer you want, whether it be IPA, Stouts, or a name like Electric India. It will gather a list as you are typing and will filter through the database to get the closest results. It will showcase small cards of beer, which present a photo of the beer the ABV and the IBU. Once the beer card is selected you get a wider range of info, such as food pairings, small description of flavors and what ingredients are being used. This was a solo build and involved no collaboration.

Technologies used: React, Styled Components, CSS, JavaScript/JSX

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