# Ayrton Parkinson – Full Stack Developer

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### **Skills**

Languages and Frameworks: Ruby, Ruby on Rails, HTML, CSS, JavaScript, SQL, Bulma

Technologies and Other: Git, Webpack, Object-Oriented Programming, Test-Driven Development, Data Structures and

Algorithms, Full Stack Web Development, REST APIs

## **Software Projects**

#### To-do List Web Application | JavaScript, HTML, CSS

August 2022

Github Repo: <a href="https://github.com/ayrt-n/to-do-list">https://github.com/ayrt-n/to-do-list</a> Live on Github: <a href="https://ayrt-n.github.io/to-do-list/">https://ayrt-n.github.io/to-do-list/</a>

- · Developed to-do list tracking web application allowing users to create and keep track of projects using to-do lists
- Integrated Web Storage API to use local storage to store and persist user data across browser sessions
- Dynamic and mobile responsive front-end built with JavaScript, HTML, and CSS

### Social Media Web Application | Ruby, Ruby on Rails, HTML, CSS, JavaScript

June 2022

Github Repo: <a href="https://github.com/ayrt-n/odin-facebook-clone">https://github.com/ayrt-n/odin-facebook-clone</a>

Live on Heroku: <a href="https://facebuddies.herokuapp.com/">https://facebuddies.herokuapp.com/</a>

- Designed, developed and deployed social media web application; application allows users to add friends and share, comment on, and like posts and photos with friends
- Wrote tests for backend and frontend features to ensure the application continued to work throughout development, speed up development time, and minimize the potential for bugs in production
- User uploads stored in cloud via Amazon S3. User welcome and confirmation emails sent through Twilio SendGrid API

#### Command-Line Chess | Ruby

January 2022

Github Repo: <a href="https://github.com/ayrt-n/odin-chess">https://github.com/ayrt-n/odin-chess</a>

Live on Replit: https://replit.com/@ayrtonomics/CLI-Chess?v=1

- Fully developed game of chess, played through the command-line. Project provided experience solving a challenging, broadly scoped problem from start to finish
- Used object-oriented design principles to keep code clean and modular and test-driven development to implement and refactor game features safely and efficiently and minimize the potential for bugs in production
- Added ability to save and load games by serializing and deserializing objects into JSON

#### **Work Experience**

# Canada Deposit Insurance Corporation | Ottawa, ON

October 2020 – Present

## Risk Manager

- Developing internal tools in collaboration with data analytics team which help to improve efficiency in monitoring the economic environment and portfolio; internal tools have been widely adopted and integrated across the organization
- Managing a portfolio of medium- to large-sized banks; researching, analyzing, and presenting key findings and recommendations to senior management and stakeholders to identify, escalate, and address areas of concern

# Department of Finance Canada | Ottawa, ON

October 2017 - October 2020

#### **Economist**

- Produced analysis and developed models to analyze the impact of economic policy to support the Minister of Finance with timely, well-informed research and advice, including policy proposals with significant financial implications (\$100M+)
- Streamlined and automated data analysis work to reduce time required for tasks and improve quality of analysis

#### Education

Master of Arts in Economics | Queen's University

August 2016 - August 2017

Kingston, ON

Bachelor of Social Science in Economics | University of Ottawa

August 2012 - April 2016

Ottawa, ON