Julian Beard
Full-Stack Software Engineer

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Southern California based Full-Stack Software Engineer with experience in various team-based agile software development projects, and an extensive repertoire of communication, team building and resource management skills.

SKILLS

Languages - *JavaScript, TypeScript, HTML, CSS, Python* | **Libraries and Frameworks** - *Angular, React, Node.js, Express.js, Django*
Database - *MySQL, MongoDB, Mongoose* | **Other** - *Angular Material, ChakraUI, REST, Tailwind CSS, Postman*

PROFESSIONAL EXPERIENCE

Idoona, Full-Stack Software Engineer | Remote   **Sep. 2022 - Present**
- Plan architecture for new software projects, determining appropriate tech stack and MVP outline.
- Collaborate with cross-functional team members in an agile workspace to ensure high-quality output.
- Build and maintain client-scale applications using MERN stack (Mongo, Express, React, Node) and Payload CMS.
- Conduct research and present demos to leadership of new frameworks for integration.
- Develop a user-centric sustainability tool leveraging Government data for enhanced functionality.

Dreamcatch Development, Full-Stack Software Engineer (Contract) | Remote   **April 2023 - Present**
- Engineer a variety of applications to client technology and product requirements in a fast-paced environment.
- Meet directly with clients to demo latest builds, itemize feedback into actionable items, and map out project timelines.
- Develop Nest.js backends and MySQL databases in version-controlled environments for optimal performance and scalability.
- Design responsive interfaces using flexbox, media queries, and Tailwind CSS, enabling consistency across devices.
- Use strong communication and team management skills to work with diverse clients and ensure successful project outcomes.

PERSONAL SOFTWARE DEVELOPMENT PROJECTS

Black In Gaming
- Built from the ground up using Angular, TypeScript, Angular Material, Node and PayloadCMS.
- Utilizes Node.js backend and PayloadCMS admin panel to manage and serve detailed information on black video game characters.
- Custom components built using Angular Material and designed with mobile browsers in mind via responsive design.

Avatar Yearbook
- Worked as Lead Backend Dev on a multi-page, create, read, update, delete (CRUD) digital yearbook for bootcamp graduates
- Used React.js to serve the front-end with Javascript methods and functions.
- Worked with an Express, MongoDB, Node.js backend leveraging restful design, all CRUD operations, and testing with Postman.
- Served the backend of the application using Express methods and functions utilizing MongoDB database management.
- Added Backend user authentication/authorization using Google Firebase.

Gym Planner
- Produced app designed to give users the ability to digitally plan, track and optimize their workouts.
- Constructed with Python, Django, Materialize CSS and PostgreSQL.
- Implemented full user authentication and authorization, as well as admin functionality.
- Modeled with MVT architecture, managed deployment pipeline with use of Heroku.

EDUCATION

GENERAL ASSEMBLY | REMOTE   **2022**
Software Engineering Immersive
Completed an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies, including development of multiple individual and group projects.

COURSERA | REMOTE   **2022**
Meta Full-Stack Engineering
Certified in multiple Software Engineering courses offered and sponsored by Meta:

- Introduction to Front-End Development
- HTML and CSS in depth
- Programming with JavaScript
- React Basics
- Introduction to Back-End Development
- Version Control
- Programming in Python