

# TODD F. BARTELT

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Github: <https://github.com/bartelto> | Portfolio: <https://toddbartelt.com>

## Summary

**Full Stack Web Developer** with 10+ years' experience in desktop software development and graphic design. Blends a creative knack with a sharp eye for detail in developing user-friendly applications. An insightful leader, dedicated to exceeding expectations while ensuring that the whole team crosses the finish line together.

## Technical Skills

**Languages:** HTML5, CSS3, Javascript, C#, C++, VB.NET, SQL, MongoDB

**Libraries/Frameworks:** React, Redux, Node.js, Express, jQuery, Bootstrap, Firebase

**Applications:** Photoshop, Illustrator, Final Cut Pro X

## Relevant Experience

### Director of Engagement

8/2017 – 3/2019

#### Kaw Prairie Community Church

Lenexa, KS

Oversaw participant engagement, volunteer placement, small groups and discipleship classes, as well as many aspects of communication, administration and first impressions.

#### Key Accomplishments:

- Created and maintained "Serve-opoly", a Monopoly-branded info station where church attendees could browse open service opportunities, find contact information for leaders, and volunteer for roles.
- Led the adoption of project management software (Asana) by the staff team, improving accountability, follow-through and communication.

### Project Analyst

1/2014 – 8/2017

#### AmerisourceBergen Corporation

Chesterbrook, PA

Collected and analyzed project requirements; recommended and designed software and process changes for warehouse management; tested new software solutions.

#### Key Accomplishments:

- Took the lead in understanding the new legal and technical requirements of a project to track individual items through the distribution network; became the team's go-to expert.
- Hand-picked by a vice president to research, using test and production data, a possible expansion of a manual sorting process at the company's national distribution center.

### Software Engineer

9/2009 – 10/2013

#### CI<sup>3</sup> Integrators

Lenexa, KS

Programmed, configured, upgraded and maintained a variety of software products controlling surveillance, access control, and HVAC for multiple customers. Provided both on-site and remote support during new construction projects and while troubleshooting issues.

### Key Accomplishments:

- Integrated a major customer's surveillance and access control systems with a custom user interface developed in Microsoft Visual Studio (C#).
- Exuded a calm confidence and a can-do attitude when on site with customers, thereby forging a strong sense of trust with both customers and managers alike.

## Projects

### TrackMeet | <https://github.com/kentarosmith/trackmeet> | <https://track-meet.herokuapp.com>

- Built an app to manage meeting space reservations. Features SMS confirmations for reservations.
- *Individual contributions:* designed the MongoDB database schema; implemented Firebase authentication; implemented Redux for global state management; and created a page to display/delete the user's active reservations.
- *Technologies used:* React, Redux, Hooks, Javascript, Reactstrap, MongoDB, Node, Express, Nexmo API (<https://www.nexmo.com>)

### Game Spark | <https://github.com/bartelto/project-2> | <https://bartelto.github.io/project-2/>

- Constructed a social media platform for table-top game enthusiasts. The app enables each user to set up a profile specifying the game(s) that they are interested in playing and matches them to other users with the same interests.
- *Individual contributions:* designing the MySQL database schema; creating the Sequelize models to interface with the database; and writing the HTML and API routes for the app's Node/Express server and most of the front-end AJAX calls to the server.
- *Technologies used:* Javascript, jQuery, Handlebars, Bootstrap, MySQL, Node, Express, Board Game Atlas API (<https://www.boardgameatlas.com>)

### War of Words | <https://github.com/bartelto/project-1> | <https://bartelto.github.io/project-1/>

- Developed a two-player online version of the card game War. Includes an in-game chat feature with synthesized voice that players can use to hurl insults at each other.
- *Individual contributions:* a waiting-room style system for meeting other players and challenging them to games (using Firebase); designing the styling for the playing cards; creating a simple chat system (using both text and synthesized voice) and player-to-player game coordination via Firebase.
- *Technologies used:* Javascript, jQuery, Firebase, Bootstrap, Deck of Cards API (<https://deckofcardsapi.com>), Responsive Voice API (<https://responsivevoice.org>), Adorable Avatars API (<http://avatars.adorable.io>)

## Education

### Full-Stack Web Development Certificate: University of Kansas, Overland Park, KS

An intensive, 24-week program focused on gaining development skills in HTML5, CSS3, Javascript, jQuery, Bootstrap, Firebase, Node.js, MySQL, MongoDB, Express, Handlebars.js & React.

### Master of Science — Mechanical Engineering: University of Wisconsin, Madison, WI

### Bachelor of Arts — Mathematics and Physics: Luther College, Decorah, IA