Full Stack Developer

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EXPERIENCE:

El Toro / Developer
February 2020 - October 2020 , Louisville, KY

El Toro hired me just before the covid pandemic struck. They were growing rapidly and try also trying to increase their velocity in the development of a political portal, for targeted advertising, in time for this political season. I helped them make that happen as part of a large team of front end developers working in coordination with a separate API team, and other logistics teams as well. We were using a typescript version of React to create the frontend, along with SASS. I helped create UI tests with Selenium as well as some integration testing with puppeteer. After that project was completed I started working with another team in Quality Assurance creating API tests in both Postman and SoapUI. I also helped with the 'automation' of certain processes in our Atlassian suite mainly with Jira Service Desks, Boards, and Confluence spaces. I started using the 'Go lang' because we were using it to handle some of the processes in an AWS lambda. Unfortunately, they needed to downsize and my entire team got let go.

Adder Mobile Technologies / Web Developer
January 2019 - January 2020, Louisville, KY

Adder Mobile was a start-up that hired me at a time when they had become disappointed with the progress of a remote software development company in New York. We started from scratch using different technology. I advised them on which technologies would serve us best. We decided on ReactJS for the frontend, NodeJS for the backend, and MongoDB for the database. We then began , at an urgent pace, building their system. With great coordination and teamwork, we had an MVP completed in approximately four months that the sales team was then able to begin explaining the service we had created more clearly to potential customers and investors. I believe the progress we made definitely influenced the investments that we received after the MVP was completed. After the project was completed I began working on a 3D Tool that would augment the way that customers would set up their designs for the service. While I cannot go into the details, it involved using Blender to prepare a variety of 3D models with texture & material , and the Babylonjs library for 3D, to handle the business logic inside the 3D environment. And, the final service was delivered as a webservice via a MERN stack application.

Connect/ Developer Architect

January 2019 - 2021

At Connect I helped design the database schema and defined which technology we would use for our database and API. I've handled the server administration via Digital Ocean using an Ubuntu server with NGINX and an Express API, as well as, managing a small group of developers remotely using Trello and BitBucket. We are using MySQL and an ORM called Sequelize that handles the database seeding and migrations. I also am writing the swift code for the iPhone client that will use the service and I will be guiding us through the iTunes store submission and deployment.

Thinkful/Bloc Mentor-Teacher

Apr 2018 - Mar 2019, Louisville,KY

Thinkful is an online learning resource for modern web development skills. I mentored students in javascript and React. I also graded student work and provided feedback and guidance as to how to complete their tasks. I was pleasantly surprised at the sense of satisfaction I felt helping people learn a new skill to improve their lives. Advanced Solutions / Web Developer Jan 2018 - July 2018, Louisville,KY At Advanced Solutions I helped convert a variety of websites for their subsidiaries over to Wordpress, so that they could be more easily managed by the marketing department. I also encouraged the use of Docker to maintain a consistent environment for all of the sites.

JPPA Park Seed / Lead UI/UX Developer

Jan 2017 - Jan 2018, Greenville,SC

At Park Seed, I was the lead UI/UX designer managing one other designer. I worked with an e-commerce platform that was built in a proprietary language, and created frontend design features with javascript, html, and css on the front end that was desired by management. One major project was implementing a 'gifting' feature and creating a calendar for shipping the gifts.

Codigo / Creative Developer

Sept 2015 - Jan 2017, Louisville,KY

At Codigo I created a digital signage app that would engage customers in the lobby of businesses, to post 'thoughts' and 'images' in real time according to 'Campaign Themes' set up by app administrators. It featured a backend for admin management , as well as a factory design pattern, designed to handle a variety of 'animations' involving the different types of text, images , and background elements that would be featured on screen, all moving at different rates of speed and at varying sizes. It also had a database polling feature which handled the 'real time' presentation of new posts. The backend was PHP and MySQL, while the frontend was mainly vanilla javascript and jQuery. WestIPC / Developer Apr 2014 - Sept 2015, Louisville,KY Indatus / Developer Jan 2009 - Apr 2014, Louisville,KY Aircom / Developer Jan 2008 - Jan 2009, Indianapolis,IN —

EDUCATION:
College of Charleston/ attended
Sept 2005 - Aug 2006, Charleston,SC
Trident Technical College/ Associates Digital Media
Sep 2002 - Aug 2004, North Charleston, SC
Associates Degree in Digital Media
University of Georgia/ attended
Sept 1988 - Aug 1992, Athens,GA

REFERENCES:

Clay Morton
Team Lead UI Team
Company – El Toro
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I worked directly under Clay Morton for the majority of my time at El Toro.

Brandon Bush
CTO
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Mr. Bush is my current department supervisor at Adder Mobile Technologies.

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Mr. Adams is my direct supervisor at Connect LLC.

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Mr. Ashby was my direct supervisor at JPPA.

Brandon Bass
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Mr. Bass was my direct supervisor at Codigo, recently merged with Spectrio.