

# Bernie Anderson

## FULL-STACK WEB DEVELOPER

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## EXPERIENCE

### **Apprentice Software Developer (2016-Present), Nashville Software School (NSS), Nashville, TN**

Twelve month, full stack web-development boot camp emphasizing modern software development methods and group coding projects.

**Technologies learned while at NSS** include HTML5, CSS3, JavaScript, jQuery, AngularJS, C#/.NET (MVC, Razor, WebAPI 2), Git/Github, Bootstrap, bower/npm and database design.

**Self-taught technologies learned outside of NSS** include Angular2 using TypeScript, C#/.NET Core (in Linux), Authentication via JWTs, semantic-ui and database server administration/access using a standalone MySQL server (in Linux). Prior knowledge includes Linux Server administration, Apache/NGINX Web server administration and Proxmox/Virtualbox/VMWare virtualization.

## CODING PROJECTS

### **Eyes On The Net ([www.eyesonthenet.com](http://www.eyesonthenet.com))**

Web application for securely interfacing with and displaying local and remote webcams which otherwise might have poor or no standalone security. Snapshots are saved server-side for later retrieval in a DVR-type fashion and camera locations can be graphically viewed via Google Maps. Written using .NET Core (in Linux), Angular 2 with TypeScript, a standalone MySQL server for Db storage and JSON Web Tokens for user authentication.

### **Cheque-Yourself! ([www.cheque-yourself.com](http://www.cheque-yourself.com))**

Software application allowing users to design and print their own checks. Bundled is a full-fledged account ledger with encrypted local file read/write access. This AngularJS app utilizes the Filesaver library to allow reading/writing of local data files, the Chart.js library to graphically display ledger data and the Stanford University JavaScript Crypto Library for file save encryption.

### **Gauntlet ([www.bernardanderson.me/gauntlet](http://www.bernardanderson.me/gauntlet))**

Front-end group project: (Group Lead) A JavaScript project utilizing prototypical inheritance for property creation and modification. The user creates a player, selects a "class" and a weapon in order to engage in a 1-on-1 fight with an Orc. CSS animations are utilized for the game graphics.

### **Associate Professor of Chemistry (2007-Jan 2017)**

### **Interim Dean of Math and Natural Sciences (2013)**

### **Program Coordinator of Physical Sciences (2007-2013)**

### **Nashville State Community College, Nashville, TN**

Developed the chemistry lecture and laboratory curriculum, taught lecture and laboratory chemistry content to 80 - 120 students annually. As the physical science coordinator, interviewed and mentored 6 to 10 adjunct instructors annually and oversaw the operation of the Chemistry, Physics, Astronomy and Geology programs and managed their annual budgets. As Dean of Math and Sciences, managed 30+ full-time faculty and 30+ adjunct instructors, coordinated programs across three campuses, developed and implemented the department's strategic plans and oversaw the department's operating budget.

## EDUCATION

### **Nashville Software School Nashville, TN**

Apprentice Software Developer


### **Montana State University Bozeman, MT**

PhD, Chemistry

### **Hamline University St. Paul, MN**

BA, Chemistry

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