Robert G. Clark

Web Developer | Graphic Designer

EXPERIENCE

General Assembly | Providence, RI

Web Development Immersive Program

October 2018 - January 2019

Completed a thirteen week, 500+ hour program learning full-stack fundamentals of web development. During the program I designed and built three individual projects, as well as one team based application.

Goal Line Sportswear | Fall River, MA

Screen Printer and Graphic Designer

August 2016 - May 2018

Assisted in building a foundation to promote company growth through organization and scheduling.

P.C. Painting | Cranston, RI

Co-Owner and Full Time Painter

March 2012 - August 2016

In charge of accounting and customer relations, as well as day to day painting in the field.

Projects

Level Up

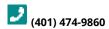
https://clark-rob.github.io/level-up-client/

A fully functional Single Page Application used to catalog an individual's videogame collection. The styling uses HTML, CSS, Handlebars and Bootstrap. JavaScript and jQuery are used to perform the actions of create, read, update and delete (CRUD). Back-end uses Ruby on Rails and MongoDB.

V.A.N.Go!

https://clark-rob.github.io/vango-client/

A full stack, Single Page Application made with React library on the front-end and Node.js as the back-end framework. V.A.N.Go! is a drawing application that allows the user to sign up and create their own small piece of artwork. The drawing is then saved and can be viewed, updated and deleted by the user.



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github.com/clark-rob

Online Portfolio



LANGUAGES & TOOLS

+ Illustrator + JavaScript + Photoshop

+ Node.IS + CSS

+ HTML + Handlebars + Bootstrap + Rubv

+ Ruby on Rails + React + GitHub + Git

SKILLS

+ iQuery

- + Self-Motivation
- + Leadership
- + Organization
- + Problem Solving
- + Scheduling

EDUCATION

General Assembly

Providence, RI October 2018 - January 2019

Web Development Immersive Program

Rhode Island College

Providence, RI September 2007 - December 2011

Bachelor's Degree in Marketing