# **Conrad Beach**

**Web Developer -** 2.5 Years of Professional Experience

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#### **EXPERIENCE**

## Atomic Jolt, Logan, UT — Web Developer

December 2016 - December 2017

Built software for various clients using Ruby, Rails and React. Had opportunities to work collaboratively and independently building software supporting higher education.

## **B-Stock Solutions,** Logan, UT (Remote) — *Ruby Developer*

July 2015 - September 2016

Independently created internal software tools written in Ruby designed to automate manual tasks involving data manipulation and content generation. Drastically reduced the time needed to complete various responsibilities for myself and other team members.

### **EDUCATION**

## **Launch School,** Logan, UT (Online) — Web Development

February 2016 - July 2017

Studied various languages, technologies and tools used in modern web development. Emphasized JavaScript, Ruby and Rails. Their teaching philosophy focused on mastering fundamentals of development that do not change such as truly understanding problems and finding correct, quality solutions. Was considered one of the top students during my time there.

# **SAMPLE PROJECTS & CODE**

Konbata (Ruby): Repo | Sample Code | Sample Code 2
Shopping Meyster (Rails): Live App | Repo | Sample Code
Cards (Backbone.js): Live App | Repo | Sample Code
Check out this file for an idea of how I write tests.

#### **TECHNICAL SKILLS**

Ruby
Ruby on Rails
JavaScript
HTML & CSS
Testing
SQL
Version Control with Git
Command Line

#### **SOFT SKILLS**

Constant Learner - I'm always working to learn more and become a better developer.

Conscious of the User - I genuinely care about the needs and experience of users. Google gets it right when they say, "Focus on the user and all else will follow."

Easy to Work With - I don't have a problem working well with others. I hate politics and ego. I want everyone to get along, be cool and get things done.

Code Quality - I strive to write code that is readable, well structured and easy to change. And doesn't make things hard for the next developer who comes along (including me).