

# Cameron Cobb

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## Software Engineer

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### SUMMARY

I am an experienced Software Developer with +3 years of development experience. Progress driven with the ability to learn quickly in a rapidly changing environment who loves writing scalable and robust code, contributing to open source projects, and collaborating with other developers.

### SKILLS & TECHNOLOGIES

React.js • Quasar Framework • Vue.js • TypeScript • JavaScript • Web3 • Smart Contracts • Solana • jQuery • Node.js • Python • C • C++ • C# • Apollo GraphQL • REST APIs • Material-UI • QT • Cypress • Jest • CircleCi • React Testing Library • HTML • CSS/SCSS • Bootstrap • Express.js • Django • Flask • Apache Cordova • MySQL • Microsoft SQL • Redis • MongoDB • Google Firebase/Firestore • Embedded Systems (SPI, UART, I2C, microcontrollers, Raspberry Pi, Arduino, etc.) • Mosquitto (MQTT) • WordPress • Git • Amazon Web Services (AWS) • Azure Cloud Functions • Moralis • VS Code • SSH

### EXPERIENCE

#### **Foodnome Inc, Remote** – *Full-Stack Software Engineer*

April 2020 – PRESENT

[Foodnome](#) is the first marketplace for permitted home restaurants in the US.

My role as a full-stack software developer at Foodnome includes:

- converting prototype designs into functioning features
- revamping/rewriting legacy code into modern, maintainable, and robust code for scalability
- writing end to end (E2E) tests to test checkout, dish creation, menu creation, and cook onboarding flows
- writing unit tests to test the edge cases of features and to catch possible breaking changes in further development
- catching UX/UI flaws caused by mobile screen sizes and different browsers (and fixing them)
- reviewing code before pushing to production
- learning and collaborating with other software developers/engineers to solve new problems

#### **Contract Software Developer, Reno/Sparks NV & Remote**

July 2017 – PRESENT

My contract work mostly involved working with industrial manufacturers in the Reno/Sparks area and SaaS businesses. Tasks included programming embedded systems like microcontrollers and Raspberry Pi to collect sensor information from machines, compute data, and have the data sent to a local database for analysis. Other contract work included applying SOLID principles for large codebases to enable better scalability

and readability. Now, I am more involved with web-based contract work designing and building full-stack web apps, debugging and scaling existing apps, or building crypto projects.

**Technologies used:** Vue.js, React.js, Web3, Quasar Framework, TypeScript, JavaScript, Material UI, Python, C#, C, C++, Apache Cordova, SQLite3, Google Maps Api, Microsoft SQL, Node.js, Express.js, Dash by Plotly, Mosquitto (MQTT), Raspberry Pi, Arduino

## **Social Network Elite LLC, Remote** – *Website & Account Administrator*

AUGUST 2018 – JULY 2021

My job was to set up trial accounts, respond to customer emails, manage and hire virtual assistants, and build tools to track progress of customer accounts. The tools I built utilized Selenium and various Python libraries to scrape customer accounts, competing accounts, and keep track of growth for customers. Every quarter, I would audit [socialnetworkelite.com](https://socialnetworkelite.com) to make sure the site would load quickly, there were no broken links, and make sure the SEO was on par with competition. The site received an average of 50,000 visits per month.

**Technologies used:** Python, Selenium, WordPress, HubSpot, Constant Contact

## **ACCOMPLISHMENTS & PROJECTS**

- Built and deployed the [staking website](#) for [Axolittles](#), a popular NFT project on the Ethereum blockchain. The website currently has 500 users and 13% of all Axolittles NFTs have been staked (10,000 Axolittles NFTs available).
- Built and deployed [Billionaire Bats Club](#), an NFT project on the Solana blockchain, and generated \$100,000 worth of NFT sales and 3,000 visitors in the first hour.
- Continuing to amass over 1.8 million views to date and over 5200 subscribers with programming and circuitry videos on [YouTube](#).
- Fall 2019 UNR Hackathon 3<sup>rd</sup> place winner (Awarded by Bently Nevada). Built a Piano learning web app that introduced machine learning algorithms to improve the users learning performance. Built with React.js, Express.js, TensorFlow, and Material UI.
- Fall 2018 University of Nevada Reno (UNR) Hackathon 1<sup>st</sup> place winner (Awarded by Fox Optimization, Inc.). Built a complete restaurant management tool that was used to keep track of available seats, required waiters/waitresses in order to fulfill X amount of seats, keep track of inventory, project expenses, etc. Built completely with Python with a Tkinter GUI.

## **EDUCATION**

### **University of Nevada Reno, Reno, NV** – *B.S. Computer Science*

2019

Cumulative GPA: 3.62