

David Flick

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<https://davemflick.github.io/Portfolio/>

OBJECTIVE:

Self-taught web developer with a high drive to learn everyday. Currently experienced with front-end development, as well as back-end knowledge using Node. I'm seeking the opportunity to join a team that will allow me to utilize my skill set and grow as a developer.

EDUCATION:

University of Wisconsin-Madison

- Bachelor of Science, May 2013

RELATED EXPERIENCE:

Web Development

- Since October 2016, I've spent 40+ hours a week learning web development skills and concepts.
- Experience in building projects with HTML5, CSS3, Bootstrap, Sass, JavaScript, jQuery, React.js, D3.js, Node, Express, MongoDB, Mongoose, PassportJS, Webpack, Babel, and Git.
- Working knowledge of backend technologies such as Node.js with Express and MongoDB.
- Introductory knowledge of C and Java.
- Understanding of object-oriented programming.
- Built projects utilizing API's through AJAX requests.
- Using Responsive Web Design to optimize projects across all screen sizes and platforms.
- Have worked through freeCodeCamp's curriculum at a consistent pace while utilizing other online resources such as Codecademy, Team Treehouse, Coursera, edX, Udemy and more.
- Earned my front-end and data-visualization certificates through freeCodeCamp, while inching closer to more certificates everyday.
- Utilize Github to host my projects and obtain knowledge and experience with Git.
- Use of Heroku to host backend projects using node.

PORTFOLIO:

View some of my work at: <https://davemflick.github.io/Portfolio/>

- Collection of small to medium sized projects using an array of libraries and frameworks.

PROJECTS:

A brief overview of a few of my projects.

Golf Brands

- A simple web app using Node, Express, MongoDB and Mongoose. It uses all seven RESTful routes and includes a brand add/delete/edit option, register/login features, as well as commenting. Incorporated Pug as a templating engine along with Semantic-UI to create a simple friendly design. Added PassportJS for user auth.

Protect the Yard

- This rogue-like dungeon crawler game was created using React and Sass. Allows users to play as a dog to traverse 4 levels, fight off cats, upgrading toys(weapons), increase health and defeat the evil neighbor kid. This project provided me with great experience manipulating state through props and to gain a deeper understanding of ReactJS.

Conway's Game of Life

- A cell simulation based off of John Conway's game of life. Following four basic rules, this simulation depicts how a colony of cells looks over generations based on proximity to other cells. This was built using ReactJS and some Sass for styling. Features include adding your own cell pattern, producing randomized cell patterns, start/stop simulation and proceeding by one generation at a time.
- https://en.wikipedia.org/wiki/Conway%27s_Game_of_Life

WORK EXPERIENCE:

Trademark Carpentry Southport, NC. June 2016 - March 2017

United Parcel Service Eau Claire, WI. October 2013 - April 2016

UW-Madison Memorial Union Catering Madison, WI. February 2012 – May 2013