David Whynot davidwhynot.me

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Full Stack Developer with a unique and powerful skill-set.

➤ Skills

Front-End	Back-End	Frameworks/CMS	AWS Services
Javascript/ES6	Node.js	Express.js	RDS
React/Preact w/ Redux	PHP	Angular	Elastic Beanstalk
Vue	C#/.NET	Django	Lambda Functions
HTML5/CSS/Sass	Python	Wordpress	Code Pipeline

Other

Git; Typescript; Lua; GraphQL; MySQL; MongoDB; MSSQL; Tensorflow; Linux; Ubuntu; Puppeteer; Storybook Frontend Testing; Jest Unit Testing; BEM Methodology; Docker; Scaled Agile Framework; Webpack; Babel; Gulp; jQuery; Nginx; Apache; Bootstrap 3 & 4; Netlify

➤ Experience

BIGGBY COFFEE   September 2019 - Present | Lansing, MI

Software Developer

- ➤ Performed maintenance and support for BIGGBY's POS system built in C# with .NET.
- ➤ Refactored the News section of biggby.com. Technologies utilized include Vue.js, Vue router, Vuex for state management, and GraphQL w/ Apollo for fetching data.
- ➤ Consolidated store data from Google My Business, Wordpress, and multiple internal databases into a single management UI built with AngularJS and Django.
- ➤ Designed and helped implement a new version of BIGGBY's customer loyalty/rewards REST API in Python. The new backend features include authentication, per-record authorization, extended customer profile data, and digital rewards card management.

DEKSIA   June 2019 - August 2019 | Grand Rapids, MI

Web Developer

- ➤ Created and updated Wordpress sites for clients.
- ➤ Upgraded current Gulp based front-end asset build process to work with Webpack, improving page speed and developer workflow.
- ➤ Integrated current project management system with a serverless React dashboard, allowing leadership to more easily track progress and budget with active clients.

Gwythdarian LLC   June 2017 - Present | Remote

Full Stack Developer

- ➤ Built a fully-featured social interaction module for the company's premier title "Starium XCV", a free to play browser-based game currently in alpha.
  - ➤ Back-end: PHP, MySQL
  - ➤ Front-end: Preact, Redux, Sass
- ➤ Built a custom ORM in PHP to power the game's backend services.

- ➤ Containerized the game's application code and migrated the company's entire infrastructure (application, website, and networking) to AWS, resulting in increased scalability, better reliability, and a 300% reduction in annual costs.
    - ➤ AWS services utilized include EC2, Code Pipeline, Route 53, ELB, EBS, Cloud Formation, S3, Lambda, SES, SNS, IAM, RDS, SQS, and Cloudwatch.
- ➤ Participate in weekly Google Hangouts and monthly face-to-face meetings.

➤ Personal Projects

Redditpull.com

- ➤ Built a web application as an alternative Reddit client. Uses a Node.js REST API and React frontend for fetching data from Reddit and displaying it in a desktop-optimized format.
- ➤ Prototyped monetization and authorization functionality around limiting the number of requests a free user could make.
- ➤ Deployed prototype to AWS Cloudformation, utilizing Docker containers for running the application and database in separate, scalable environments.

Wowclassicarmory.com

- ➤ Developed a serverless web application in React to accompany a Lua based World of Warcraft addon. Users can export their character data from the game using the addon, upload it to the web application, and then easily share it with friends.
- ➤ Node.js based Netlify functions communicate with a MongoDB Cloud database to store uploaded data and serve it to the React frontend (also hosted on Netlify).

➤ Education

Muskegon Community College

A. Arts & Science

January-December 2017 | Muskegon, MI

Baker College

Present | Muskegon, MI
Pursuing a B.Sc. in computer programming.