Dylan Crowley
Web Developer

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dcrowdev.tech   github.com/dcrowdev

My goal is to build applications that I am passionate about and deliver a professional product and service to my employer/clients.

EXPERIENCE

UCF Full MERN Stack Web Development Bootcamp

SEPTEMBER 2022 – DECEMBER 2022
- A rigorous 3-month, full-time, full-stack, JavaScript-based web development coding course
- Used a variety of modern, web technologies and languages
- Worked in a team-based setting, problem solving efficiently, and persevering under pressure

PRESENT
- I am currently furthering my development skills through my courses' extended learning resources, as well as using various online learning platforms to specifically focus on diving into React.

PROJECTS

US-Postal-Printing

https://us-postal-printing.herokuapp.com/

ShoCase

https://shocase.herokuapp.com/

Gamehub

https://sbullocks.github.io/Game-Hub/

TECH

FRONT END:
- HTML
- CSS
- JAVASCRIPT
- REACT

BACK END:
- NODE
- EXPRESS
- MONGODB
- MYSQL
- GRAPHQL

LIBRARIES/FRAMEWORKS:
- JQUERY
- BOOTSTRAP/TAILWIND/MATERIALIZE
- SEQUELIZE
- MONGOOSE
- MATERIAL.UI
- HANDLEBARS

ADDITIONAL SKILLS:
- Problem Solving
- Efficiency
- Communication/Cooperation
- Perseverance