

Derrick Holleman

Minneapolis, MN | (612) 418-5274 | derrickholleman@gmail.com

Frontend Software Engineer

[Portfolio Website](#) | [GitHub](#) | [LinkedIn](#)

Frontend Software Engineer dedicated to crafting intuitive, high-performing applications using modern technologies such as JavaScript, CSS, SvelteKit and React. Leverages technical expertise with collaborative problem-solving to deliver impactful web experiences that align with business goals.

SKILLS

HTML5, CSS3, Tailwind, Javascript, SvelteKit, React, Playwright, Jest, Vitest, Agile, Scrum, CI/CD, Accessibility (a11y), REST APIs, Git,

SOFTWARE ENGINEERING EXPERIENCE

Software Engineer

Fetch (formerly Fetch Rewards)

Remote

April 2022 - Present

- Owned development of major Mission Control features, delivering consistent UI improvements that scaled usage for internal teams and external partners.
- Resolved technical debt and CI/CD issues, improving reliability of deployments and proactively maintained stability of the project through the usage of E2E tests.
- Mentored junior engineers, reinforcing team best practices while deepening expertise through knowledge sharing and code reviews.
- Implemented micro frontend solutions and enhanced internal UI libraries to support team-wide adoption.

Software Engineer Apprentice

Fetch (formerly Fetch Rewards)

Remote

February 2022 - April 2022

- Contributed to Mission Control, a high-visibility B2B dashboard for internal teams and external partners to monitor business performance.
- Built and styled reusable UI components with SvelteKit and Tailwind CSS, improving UI/UX consistency and usability across the application.
- Collaborated with backend, QA, and design in a cross-functional team using a Kanban workflow to deliver features iteratively.
- Adapted quickly to Fetch's fast-paced engineering culture, delivering high-quality work on a leadership-visible product.

Software Engineering Student

Chegg Skills (formerly Thinkful)

Remote

September 2021 - January 2022

- Designed mobile-first full-stack applications from conception to deployment.
- Learned industry best practices during lectures with working software engineers.
- Collaborated with fellow students daily and mentored students who were struggling in the course.

ADDITIONAL EXPERIENCE

Blackjack Game | Javascript, CSS, HTML

[Live](#) | [GitHub Repo](#)

- Developed a blackjack game to test the player's luck against a random number generator. The player can choose a custom username and is prompted to start a new game after going below 0 points.
- Implemented code with complex logic while neatly keeping track of data through readable functions.
- Created responsive styling from scratch using CSS.

EDUCATION

Certificate, Software Engineering

Chegg Skills (formerly Thinkful)

Remote

September 2021 - January 2022

Bachelor of Arts, Music Performance

Augsburg University

Minneapolis, MN

January 2018 - May 2019

Music Performance

McNally Smith College of Music (school closed December 2017)

St. Paul, MN

September 2014 - December 2017