

David Gerrells

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Website: dgerrells.github.io/personal-site/

David is a creative and passionate software developer with a wide range of disciplines and experience looking for challenging opportunities.

CORE COMPETENCIES

- OO Design
- Design Patterns
- TDD and BDD
- UI/UX
- Agile Scrum/Kanban
- Java, C#, PHP, OpenGL, GLSL
- SQL, Apex, SOQL, MongoDB
- Javascript, HTML5, CSS3, Groovy

Certifications

- Salesforce Certified Platform Developer I
- Various Salesforce Trailhead Badges (see LinkedIn profile)

PROFESSIONAL EXPERIENCE

Bluewolf, Denver, Colorado

Developer // Jan 2016 – July 2016

- Provided consultation and solution design for businesses using Salesforce. Developed custom full stack solutions using Apex, Visualforce, Lightning, and various javascript frameworks.
- Integrated third party vendors with Salesforce such as DocuSign, Cybersource, Google Geolocation, and external APIs with a consistent and proven track record for finishing projects within estimates and budget.
- Participated in collaborative development environment with daily code reviews, paired programming, weekly retrospectives, and developer trainings.

Mywedding, Castle Rock, Colorado

Software Developer // July 2015 – December 2015

- Improved SEO performance through dynamically generated json-ld consumed by web crawlers.
- Integrated Heartland payment processor to existing payment flows for both internal CRM site and external vendor site.
- Maintained and improved existing full stack codebase through collaboration with sales, marketing, peers, and all stakeholders to help facilitate the best experience for brides.

Canoe Ventures, DTC, Colorado

QA Intern // Jan 2015 – July 2015

- Refactored test automation code improving test speed by 350% and adding support for additional browsers.
- Developed new browser test automation to validate reports of a 1,000,000,000 row map reduce in MicroStrategy through dynamic SQL queries across multiple databases.

EDUCATION

Metropolitan State University of Denver, Denver, Colorado

Bachelor of Science in Computer Science, 2015

GPA 3.69/4.0

- Spore – Hybrid defense game developed in Unity and C# with over 210,000 plays.
- Locomotion – Musical physics sandbox puzzle game developed in Unity and C# with over 4,000 plays.

ADDITIONAL SKILLS

- Google Expert
- Microsoft Office