# **David Padilla | Full-Stack Developer**

Garland, TX | (469) 235-5433 | dpadman2@gmail.com | GITHUB | LinkedIn

Full Stack Developer with experience developing apps utilizing Python, React, Angular, and Ruby. Eager to use my background in business and gaming to help bring unique perspectives to my future teams and projects.

#### **TECHNICAL SKILLS AND EXPERIENCE**

**Programming Languages:** JavaScript, Python, Ruby

<u>Frameworks and Technologies:</u> Angular, React, Node.js, Django, Ruby on Rails, MongoDB, Express, TypeScript, HTML, CSS, Ajax, Jquery, SQLite, Bootstrap, Git, Github, AWS, Heroku, Netlify

Software: Vs Code, MySQL (SQL Model relationship mapping), Microsoft Suite

<u>Additional Skills/Experience:</u> Agile development, project planning, team building, data analysis, communication, database management, inventory management, QA testing

#### **RECENT DEVELOPMENT PROJECTS**

## Twilight Imperium IV Companion App | GitHub | Visit Website

- TI4 Companion is a full stack Angular and Node.js web app that users can view detailed information about each playable faction of Twilight Imperium IV. Designed as an interactive tool for players to reference all relevant faction information as they play.
- Full-stack web app utilizing the MEAN Stack.
- Angular and AJAX allows for client-side rendering for a quick and responsive user experience
- Employed RESTful routing with express/Node.js handling server requests and responses
- Responsive Faction table with built in JavaScript click event filters to display information selected by the user.
- Created custom JSON files for all faction data
- Utilized Bootstrap 4 to format the app layout, the navigation side bar, and component containers
- Deployed on Heroku

**Technologies Used:** Angular, JavaScript, Node.js, MongoDB, Express, Mongoose, Bootstrap 4, Git, Github Heroku

# League of Legends App | GitHub | Visit Website

- Full-stack web app using Python and Django to create a League of Legends Champion statistics website complete with user login/registration, favorite user champion tracking, and detailed champion information.
- Login and Registration with Bcrypt and Regex validation
- Utilized Riot Games API
- Web layout designed with Bootstrap 4 and CSS. Utilized JQuery to create interactive HTML/JS effects
- Employed RESTful routing with Django and full CRUD functionality for multiple models with SQLite database.
- Deployed on Heroku

Technologies Used: Python, Django, HTML5/CSS3, Bootstrap, jQuery, Bcrypt, Regex, Git, Github, Heroku

Portfolio App | GitHub | Visit Website

- Full-stack web app using React with JSX, CSS, and HTML
- Fully responsive UI with no page reloads and React routing. Deployed on Netlify
- App serves as the digital about me with links to all my completed and upcoming projects.

Technologies Used: React, JSX, CSS, HTML5, Netlify, Git

#### **WORK EXPERIENCE**

## Account Manager | COKeM International | (\*Remote) Shakopee, MN July 2017 - March 2020

- Managed pre-owned videogame software inventory for one of the largest video-game distributers in the US.
- Managed video-game trade in process across multiple retail accounts including logistics, P&L management, invoicing, and resale. Product generated annual revenue of over 4 million dollars. Supported accounts included GameStop, Best Buy, Walmart, Family Dollar, Target
- Coordinated large scale retail projects generating over 6 million dollars over the duration of the program.
- Assessed inventory weekly, generated sales, inventory, and P&L reports
- Position was remote from Dallas with 10% required travel to the office

## Insights Analyst | Crossmark | Plano, TX March 2016 - July 2017

- Assigned to multiple retail accounts responsible for reporting on sales, product conversion, customer and region demographics for assigned products.
- Performed Ad hoc reporting requests from the client.
- Integrated Nielson and client sales data to generate weekly reports. Clients included—Walmart, Target, Chobani

## Associate Merchant | GameStop | Grapevine, TX April 2012 - January 2016

- Managed and distributed weekly sales and inventory reporting for Pre-owned Merchandising- GameStop US
- Part of the team that oversaw over 3,500 domestic stores and accounted for over 50% of the company's yearly revenue
- Set weekly retail and trade pricing for over 2,000 titles. Managed all Ad hoc reporting requests
- Worked alongside internal dev teams to ensure all upcoming software improvements met department requests including QA testing

### **EDUCATION**

Certificate of completion, 3 Full-stack Web Development, Coding Dojo

March 2020 - June 2020

- Stacks & Technologies Learned
  - > Python | MEAN | Ruby on Rails | Web Fundamentals

University of North Texas | Applied Arts and Science | Denton, TX

August 2005 - May 2010

- Degree specializations:
  - > Logistics & Supply Chain Management | Emergency Management | Public Administration