# David W Cox Jr

# **Full-Stack Web Developer**

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#### **ABOUT ME**

Web Developer with science education background. Equally adept in front of a computer and a crowd. Driven to expand and refine a working knowledge of front and back-end technologies to provide optimal results. Excels in team oriented project environments focused on solving complex tasks as a cohesive unit.

#### **TECHNICAL KNOWLEDGE**

HTML5, CSS, Javascript, Node.js, Sequelize, MySQL, Express, JQuery, Github, APIs, JSON, AJAX, Firebase, MongoDB, Mongoose, React

#### **EXPERIENCE**

### University of Texas Coding Program

September 2017 - December 2017

- Excelled in fast paced, project oriented environment
- Established strong foundational of knowledge in full-stack web development

## Eldon High School — Science Educator

August 2015 - May 2017

- Modified existing year-long curriculum to meet the needs of over 150 students
- Integrated student feedback while refining of projects and assignments to optimize learning
- Lead redesign of science curriculum to better reflect collegiate structure

#### **PROJECTS**

Extreme Capitalism: <a href="https://github.com/dwc3k5/Monopoly-like-App">https://github.com/dwc3k5/Monopoly-like-App</a>

- Project Manager overseeing 5 person team on front and back end development
- Created multi-table MySQL database responsible for driving major game functionality

Beans & Brews Coffee Locator: <a href="https://github.com/dwc3k5/Coffee-Beer-Locator-App">https://github.com/dwc3k5/Coffee-Beer-Locator-App</a>

- Developed dynamically scalable "like" system using firebase
- Constructed interactivity with Zomato and Google Maps APIs

#### **EDUCATION**

University of Missouri — Secondary Education: Biology

Graduated 2015

Independent Learning — Udemy, Kahn Academy, Codecademy, Angular.io, Unity

Ongoing

- Expanding technical knowledges to include C# and Angular
- Reinforcing knowledge of Javascript and React

Creating a 2D platforming game using C#