

ERIN TOTH

FULL STACK WEB DEVELOPER

✉ erintoth@gmail.com
☎ 778-928-9463
in erintoth
🌐 erintoth

Full stack web developer with a passion for creative problem solving and learning new things. Strong attention to detail and precision from 7 years of experience as a machinist. A particular interest in building apps that are accessible for a diverse group of users and their specific needs. A lifelong enthusiasm for technology and coding and a diverse range of knowledge and experience from 10+ years in the wine industry.

Skills

LANGUAGES

Javascript
Ruby
Python
HTML
CSS

FRAMEWORK, LIBRARIES, AND ENVIRONMENTS

NodeJS
ReactJS
Rails
Ajax
Express
Knex
EJS
jQuery
Bootstrap
SASS

SYSTEMS, CMS & DATABASES

MongoDB
SQL
PostgreSQL

Education

Lighthouse Labs	Jan. 2019 to Mar. 2019
Web Development Program	
Wine & Spirits Education Trust	2013 to 2015
DipWSET	
International Sommelier Guild	2006 to 2007
Certified Sommelier	

Employment

LT Custom Machining	Richmond, BC
CNC Machinist/Shop Supervisor	Mar. 2011 to Jan. 2019
<ul style="list-style-type: none">• Attention to precision and tolerances as small as 0.0001".• Responsible for debugging CNC machine programs during setups.• Responsible for precise replication of a product from a schematic or verbal description.	
Self-Employed	Vancouver BC
Wine Consultant/Educator	2008 to Current
<ul style="list-style-type: none">• Responsible for teaching wine tasting and appreciation classes to groups ranging from 10 - 100 people.• Self-driven to create curriculum and keep it updated.	

Projects

Jungle Rails	Feb. 2019
A mini e-commerce application where users can browse for products (and see if they have a quantity available to buy), add products to their cart, and order via Stripe. Users can register and login and receive a detailed e-mail notification after their order is received. Built using Ruby on Rails, Postgres/Active Record, and HTML/CSS/SASS.	
Chatty	Feb. 2019
A real-time chat app that allows users to send and receive notifications and messages, change their usernames, and view the number of online users live via use of websockets. Built using React, NodeJS, Webpack, and Babel.	
Schoodle	Feb. 2019
Schoodle is a web application allowing users to arrange an event and have their chosen attendees vote on which date/time works for them by being given a randomly generated URL. It is a group midterm project, and I was responsible for the front end (CSS/HTML as well as dynamic rendering of data), and for the database migrations.	
Tweeter	Jan. 2019
Tweeter is a single page Twitter-clone application built with HTML, CSS, JS, jQuery, and AJAX on the client-side and NodeJS, Express, and MongoDB on the server side.	