Gerrit Van Leeuwen

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Summary: Full-stack web developer with a background in managing people, projects, and a state-wide radio network. My strength is seeing the big picture and understanding how all aspects of an operation work together. My passions include programming, learning, teamwork, and problem-solving.

Skills: Python, CSS/HTML, JavaScript, AJAX/jQuery, Node.js, Express, React, Redux, RESTful APIs, PostgreSQL, Git and GitHub, AWS, Agile software development.

Education & Certifications:

DigitalCrafts, Atlanta, GA   July 2020
Full-Stack Software Development

Dordt University, Sioux Center, IA   May 2012
Bachelor of Arts in Communication

Projects/Relevant Experience:

YOUi
- YOUi is a customizable UI built with the Gridstack.js library. I developed the app along with two teammates in an Agile, remote work environment and worked primarily on library integration, design, UX, and acted as scrum master.
- YOUi interfaces with ten APIs to collect data for various widgets on the UI including weather, news, and COVID-19 statistics. This project provided invaluable experience working with Git and GitHub in a team setting.

Scene It
- Using the OMDb API, Scene It allows a user to search for any movie in the API and save that movie to their personal watchlist via local storage in the browser. This app was my first experience working with APIs and local storage.
- Scene It was built using JavaScript, jQuery, Axios, and Bootstrap to format the JSON data coming from the API.

Blackjack
- A blackjack app built using vanilla JavaScript that includes features such as betting, double-down, and the ability to select the amount of decks to play the game with.
- This project taught me the importance of refactoring code and functional programming in JavaScript in order to scale and cleanly implement new features.

PyGame
- A game written in Python using the Pyglet library. The player earns points every time they collide with a monster and loses lives when they collide with a goblin.
- Added features to the game include the ability to get more lives from a randomly occurring object and the ability to keep track of high score. This project taught me how to understand and work with another programmer's codebase.

Employment:

Thomas Concrete, Atlanta, GA
Assistant Plant Manager   May 2018 – Jan 2020
- Oversaw and optimized the production and delivery of ready-mix concrete.
- Maintained a high standard of safety for all personnel involved in daily operations.

Central Valley Concrete and Trucking, Merced, CA
Project Manager   March 2017 – April 2018
- Managed projects of various scope including the production of training videos, efficient plant maintenance protocols, and documentation of companywide standard operating procedures.
- Worked with customers to estimate costs and provide quotes for various projects.

Iowa Public Radio, Ames, IA
Broadcast Operations Specialist   May 2012 – July 2015
- Oversaw radio broadcast and network operations from the network operations center.
- Engineered live broadcasts and routed audio for production. Edited and produced digital audio.