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, Bootstrap, JavaScript, Ajax/jQuery, Node.js, Express, React, Redux, SQL, PostgreSQL, Sequelize ORM, RESTful APIs, Databases, Firebase, Git and GitHub, Heroku, Agile software development, remote software development.

Education & Certifications

DigitalCrafts, Atlanta, GA

July 2020

Full-Stack Software Development

Dordt University, Sioux Center, IABachelor of Arts in Communication

May 2012

Projects/Relevant Experience

HopifyGitHub Repository | Live Site

July 2020

• Hopify is a solo project built using React and Redux that allows the user to search for beers and breweries in their city and bookmark their favorites. The app features an embedded Google Maps component with dynamic location markers and an API for beer data that I built myself using a PostgreSQL database served over a Node/Express backend and hosted on Heroku.

Scene It June 2020

GitHub Repository | Live Site

• 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. Scene It was built in React and uses the Redux store to persist state to local storage.

ZDG Chat June 2020

GitHub Repository | Live Site

• ZDG Chat is a full-stack app I built alongside two developers in an Agile, remote work environment. The app includes features such as the ability to see what users are online, send private messages, and post to forums. ZDG Chat was built with the Socket.IO library along with Node.js and Express, as well as a PostgreSQL database implemented using Sequelize ORM.

YOUi May 2020

GitHub Repository | Live Site

• YOUi is a customizable UI built with the Gridstack.js library. YOUi interfaces with ten APIs to collect data for various widgets on the UI including weather, news, and COVID-19 statistics. I developed the app along with two teammates in an Agile, remote work environment and focused primarily on library integration, design, UX, and acted as scrum master.

Employment

Assistant Plant Manager, Thomas Concrete, Atlanta, GA

May 2018 – January 2020

Oversaw the production and delivery of ready-mix concrete and maintained a high standard of safety for all personnel
involved in daily operations. While I was employed at Thomas Concrete, there were zero workers' compensation claims for
on-the-job injuries and all weekly/monthly metrics for concrete sales and driver efficiency were met or exceeded.

Project Manager, Central Valley Concrete and Trucking, Merced, CA

March 2017 - April 2018

• Supervised projects of various scope and presented deliverables to company stakeholders. While at CVC, I implemented safety training videos, standard operating procedures, and plant maintenance protocols that did not exist before. As a result, the company had zero driving incidents and zero plant breakdowns while I was employed.

Broadcast Operations Specialist, Iowa Public Radio, Ames, IA

May 2012 - July 2015

Managed radio broadcast and network operations from the network operations center, engineered live broadcasts, and
produced digital audio. While at IPR, I utilized automation technology such as batch scripting to ingest audio from online
content depots into our broadcast audio database which increased efficiency and reduced programming errors.