

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, RESTful APIs, Relational Databases, Git and GitHub, Heroku, AWS, VS Code, Agile software development, remote software development.

Education & Certifications

DigitalCrafts, Atlanta, GA Full-Stack Software Development	July 2020
Dordt University, Sioux Center, IA Bachelor of Arts in Communication	May 2012

Projects/Relevant Experience

YOUi GitHub Repository Live Site	May 2020
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- 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.

Hi Let's Chat GitHub Repository Live Site	May 2020
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- Hi Let's Chat is a full-stack app that uses web sockets to pass data between the client-side and server-side. The app includes features such as the ability to detect what users are online, when a user is typing, and private chat. This project was my first experience using web sockets and the app was built with the Socket.IO library.

Scene It GitHub Repository Live Site	April 2020
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- 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 GitHub Repository Live Site	April 2020
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- A blackjack app built with vanilla JavaScript and emphasizing fundamentals of functional programming to implement features using clean, reusable code, such as betting, double-down, and the ability to select the amount of decks to play with.

Employment

Assistant Plant Manager, Thomas Concrete, Atlanta, GA	May 2018 – January 2020
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- 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 workman's comp 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
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- Managed 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
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- Oversaw radio broadcast and network operations from the network operations center, engineered live broadcasts, and routed audio for production. Edited and produced digital audio. Utilized automation technology to increase efficiency and reduce waste.