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

July 2020

Full-Stack Software Development

Dordt University, Sioux Center, IA

May 2012

Bachelor of Arts in Communication

Projects/Relevant Experience

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.

Hi Let's Chat May 2020

GitHub Repository | Live Site

• 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 April 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. 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 April 2020

GitHub Repository | Live Site

• 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

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-thejob 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

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

 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.