

Gunnar Sikorski

Software Engineer

gunnarsikorski@gmail.com
303-551-5667

Minneapolis, MN
[Gunnar's LinkedIn](#)

I'm a software developer who loves to create for other people things they couldn't themselves, that serve a purpose of making their life easier and more efficient. I'm inspired to create simply, to be proud of what I've made at the end of the day. I value honesty, balance, communication, and equity in my work and hold them close in my own professional practice as well as personal life, while being patient and listening to those around me, working toward a final solution.

Skills

Front-end skills: Javascript, React, Bootstrap, HTML, CSS

Back-end skills: Python, Express.js, Django, Mongoose, PostgreSQL, MongoDB, Node.js

Projects

[Lego Collector](#) | [Back-end repo here](#) | [Front-end repo here](#)

- Created a full-stack application for Lego collectors in 5 days, using React, Material UI (for the first time), Django REST Framework and PostgreSQL for a database
- Added additional endpoints to the back-end viewsets for extensive search functionality
- Built in user authentication on the back-end, ready for front-end use
- Utilized local storage to give a user the ability to save sets to different lists

[Recipicks](#) | [Github repo here](#)

- Tasked to create a single page application using react and react.bootstrap and fetching data from a public API
- Implemented numerous components and methods to add functionality and a pleasant user experience to the app
- Utilized react.bootstrap for styling and responsive nature of app both on desktop and mobile

[JotIt](#) | [Back-end repo here](#)

- Full-stack application created with a team, working with version control on feature branches with peers
- Personally scaffolded the back-end preparing it for front-end manipulation
- Worked with Express, Node, and MongoDB to stand up the API

[Star Wars Trivia](#) | [Github repo here](#)

- First project while attending the immersive program at General Assembly, using vanilla JavaScript to create an interactive game
- Made use of core JavaScript functions and methods to create a working trivia game
- Utilized base CSS to style the game on theme with Star Wars

Experience

Director of Photography // Camera Operator

2016 - 2020

Freelance

- Integral player in creating commercial (network and web) spots focusing on camera work, lighting integration, while working within specific budgets and managing client expectations
- Collaborated with crews of 5-50 people, giving explicit direction in what needs to be done, how, and when
- Link to commercial film portfolio [here](#)

Education

General Assembly - Software Engineering Immersive

Dec 2020

University of Colorado, Boulder - BA in Film Production

May 2017

