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Ian Flom

Software Engineer

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Education

Fox Valley Technical College | AAS Software Development | 2020 – present

CS courses: Data Access for Programmers, Computer Programming C++, Math and Logic, HTML5

Experience

Software Engineer Intern (back-end) | Prifina | May 2020 – present

- Worked in a pre-MVP stage startup environment
- Developed core serverless back-end architecture for SaaS application
- Wrote software for parsing and interpreting large user-data sets
- Streamlined AWS app deployment process using Serverless Framework and CloudFormation

Software Projects

3D Cellular Automata | Browser app

A program to visualize “life-like” (Conway’s Game of Life) cellular automata with varying rulesets when extrapolated into a three-dimensional space.

Technology used: JavaScript, Three.js, HTML5, CSS3

Skills developed: Algorithm expression and visualization, multi-dimensional data management

GraphQL Headless CMS | Full-stack web app

A simple headless content management system, complete with a front-end editor interface and a GraphQL API to efficiently deliver data.

Technology used: JavaScript, Node, Apollo, Express, Vue, SASS

Skills developed: API design and authentication logic, front-end design

Chess Opening Explorer | Full-stack web app

An interactive interface leveraging the Lichess Opening Explorer API, allows users to move pieces on a chess board and see data about master-level games in which similar positions have been reached.

Technology used: JavaScript, HTML5, SASS

Skills developed: HTML5 canvas management, API Consumption

Language Proficiencies: JavaScript (ES6+), (S)CSS, HTML5, Python, C#, SQL, C(++)

Other Skills: RDBMS, serverless architecture, wireframing/ prototyping