Justin Shelton - Front End Engineer

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Github: https://github.com/jashelton | Portfolio: https://jashelton.github.io

Profile

Junior Web Developer with the ability to build a Web Application from the ground up. From concept, navigation, layout, and programming to UX.

Always eager to continue progressing and learning new languages and tools.

Skills

LANGUAGES

- HTML5

- CSS3/SCSS

- JavaScript

- jQuery/jQuery UI

SOME KNOWLEDGE

- Backbone.js

- ActionScript 3.0

ADOBE SUITE

- Dreamweaver

- Photoshop

- Flash

- Bridge

Education

GRADUATE FROM THE IRON YARD, 2015

A 12 week fast paced programming environment designed to teach individuals how to be a developer within the real world. Requiring 80+ hours of work per week, I was able to experience constant deadlines with weekly projects.

WAKE TECHNICAL COMMUNITY COLLEGE, RALEIGH NC

Unfinished Web Technologies Degree, 2013-2015 | GPA 3.72

COURSES

- Web Development Tools
- Intro to Web Graphics
- Internet/Web Fundamentals
- Database Concepts
- Internet Marketing & Analytics

- Web Design
- Mobile Web Design
- Intro Internet Multimedia
- Web Markup and Scripting

Experience

PIM - PREDICTIVE INVENTORY MANAGEMENT

PIM is a website that was created at The Iron Yard for a final project with a team including myself, another Front End developer, and two Back End developers. This app was geared towards Spas to calculate and predict when they would be low on inventory based on their upcoming appointments. My role on the team was Front End functionality as well as design. With a strict timeline of two weeks to work on the project, the biggest challenge was making a plan based on Agile and committing to it completely. Working in a fast paced environment with a strict deadline taught me how to get an application from A - Z quickly and efficiently.

Skills Used - HTML5, CSS3, JavaScript, jQuery, and basic Django Templating in a Python Environment.

CLASS CASH

Class Cash is a side project I have been a part of with another Front End developer and Rails developer. I was brought onboard to handle the design as well as adding basic functionality when needed. This application was created as a modern reward system to be implemented in the school system. Students are able to earn virtual currency by accomplishing tasks and jobs set by the teacher. With the ability to send loans to other students, this is a great application to teach kids financial responsibility in a fun environment while incentivizing good behavior and work ethics. The biggest challenge with this project was coming in as the designer and having one week to fully design it and be ready for testing in a classroom. Without having time to properly wireframe, I had to make a decision on the flow of the app and commit to it. After the testing phase, we are planning to do a full redesign of the project based on feedback from users that are currently testing it.

Skills Used - HTML5, CSS3/SCSS, JavaScript, and jQuery in a Ruby on Rails Environment.