

# John Blackwell

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## Summary

Highly motivated, dedicated software engineer with a knack for organization. Equipped with 4 years of experience building all aspects of several dynamic web applications including workflow management, design, server infrastructure, database management and client-side rendering. Seeking a role as a senior software engineer.

## Skills

- **JavaScript** ES6 (and later), React, Redux (RTK), Cypress, Jest, Node, Express, EJS
- **Additional Programming** Git, Python/DRF, Ruby/Rails, PHP/Laravel, MongoDB, PostgreSQL, Docker, HTML, CSS, Figma, REST/graphql API's, CSS and JS animations, design concepts
- **General** Problem Solving, Personnel Management, Communication, Customer Service, Office/Google Suite

## Experience

### O'Reilly Media

Sebastapol, CA/Remote

*Senior Software Engineer*

Jan 2024 - Current

*Team Engineer Lead*

Jan 2023 - Current

*Software Engineer*

Jul 2021 - Jan 2024

- Build and maintain a suite of microservices/micro-frontends - primarily built with Node or Python and React clients
- Drive continuous adoption and integration of relevant and emerging technologies
- Balance product needs with technological feasibility

### PINS Advantage

San Diego, CA/Remote

*Contracting Software Engineer*

May 2022 - Jan 2023

- Create a series of regression tests using Dusk and Jest
- Work with engineers and product managers to ensure intended functionality
- Implement end to end CI testing strategies

### Q-Centrix

San Diego, CA/Remote

*Frontend Software Engineer*

Jan 2020 - Jul 2021

- Provide frontend support to fullstack development teams
- Develop components for new application features
- Implement end to end user testing strategies

### 2U/Trilogy Education

Remote

*Senior Tutor*

Mar. 2018 - Jan. 2022

- Schedule appointments for remote tutoring sessions with over 50 students through the course of the job
- Explain principles of Computer Science, JavaScript, and other technologies to current students
- Assist with assignments and discuss topics related to job searching and continued learning

## RTS Labs

Richmond, VA/Remote

*Software Engineer*

Jul. 2018 - Dec. 2019

- Follow best practices such as test-driven development, iterative refactoring, mob/pair programming and coding style standards
- Work within teams to analyze client needs and determine requirements and acceptable solutions for clients
- Design, develop, test and deploy software applications

## Education

### University of Richmond

Oct. 2017 - Apr. 2018

*University of Richmond Coding Bootcamp- JavaScript Full Stack Web Development*

An intensive 24 weeklong program designed to immerse students in designing and building web applications.