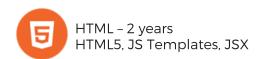## JM

JOHN MICHAEL BOUDREAUX

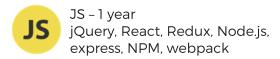### FRONT END DEVELOPER
JOHNMBOUDREAUX.GITHUB.IO/JOHNMBOUDREAUX

OBJECTIVE

I am a UI and UX developer who is looking for an opportunity in the information technology field that offers a challenging work environment, encourages growth, and provides the opportunity for career advancement.

SKILLS

HTML – 2 years
HTML5, JS Templates, JSX

CSS – 2 years
CSS3, Sass

JS – 1 year
jQuery, React, Redux, Node.js, express, NPM, webpack

Workflows
Git, Test Driven Development, git-flow, agile

Bootstrap 4

EXPERIENCE

FREELANCE · MARCH 2018 - PRESENT

DBL VENTURES · RENTMINDR · ARPIL 2018
Assisted a small property management startup in building client portal for tenant use for reporting issues, invoice payment and payment setup.

ACHEE REALTY · ACHEE REALTY · MARCH 2018 - PRESENT
Assisted a small brokerage firm in conceptualizing design and layout ideas and constructed them in React. Working towards adding Redux and a database as well.

IT SUPPORT · RMCS · APRIL 2018 - PRESENT

Provided in home and onsite hardware, software and network support as well as computer repairs and virus removal. Work with clients providing web support and maintenance, including site updates and hosting.

GEEK SQUAD · BEST BUY · MARCH 2001 - APRIL 2011

Worked as a tech support and manager in various stores nationwide. Assisted clients with hardware and software issues, providing face-to-face diagnostic help and recommendations. Ran day-to-day operations while ensuring top-quality service and support.

EDUCATION

FRONT END DEVELOPMENT · TURING SCHOOL OF SOFTWARE AND DESIGN · JANUARY 2018

Attended 7-month, 1500-hour, front end developer course covering: Fundamental web technologies, web development with JavaScript, React, Redux, HTML5 and CSS3, professional client-side development, and building desktop and mobile applications with web technologies.

PROJECTS & TECHNOLOGIES

Enrolled in coursework that involved building JS and React applications, including a weather application using jQuery and API calls to weatherUnderground, an Object-Oriented JS game-engine, a mobile and desktop friendly React-Redux movie database application, and a capstone project with a node.js and express back-end, utilizing NPM scripts, webpack, React-Redux, and unit testing with Mocha.