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John Nunns

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Skills

JavaScript (ES6), TypeScript, React, Redux, Node, Express, Git, GraphQL, Webpack, Vite, HTML5, CSS3, Material-UI, TailwindCSS, Redis, AWS - (SQS, SNS, ElasticSearch, Lambda), Jest, D3, Three.js, PostgreSQL, MongoDB, jQuery, GO, Python.

Summary

Senior Full Stack Developer with 7+ years of experience delivering user-centric web applications. Proficient in HTML, CSS, JavaScript/TypeScript, and modern frameworks like React. Possessing a comprehensive understanding of full stack development, I excel at crafting seamless interactions between the front-end and back-end. However, my true passion lies in creating intuitive user interfaces and elevating user experiences. Coming from an athletic background, I thrive in collaborative environments, leveraging collective strengths to achieve our goals.

Experience

2017 - PRESENT

Carro: Irvine, CA – Senior Front End Engineer

- Key contributor to the development of the "Carro" app, propelling the company's valuation from \$1M to \$100M supporting over 28,000 brands.
- Spearheaded a critical feature integrating Best Buy, Target, SSENSE into Carro Directory, which was pivotal in securing multi-million dollar series B funding.
- Saved over \$15,000 per month by creating an in-house replacement for Looker dashboard.
- Optimized user onboarding flow, resulting in a significant 30% reduction in churn and increased user satisfaction.
- Converted React app from javascript to typescript, ensuring type safety and reducing runtime errors.
- Saved countless developer hours by managing full stack responsibilities for internal applications, building tools with a TypeScript backend to support the frontline team.
- Crafted user-centric applications with React, Redux, GraphQL, and Material-UI, ensuring seamless interactions and visually appealing interfaces.

Projects – Full Stack

2024

Project Shield

- Developed a completely original console using Three.js, Typescript, React, and TailwindCSS to visualize Earth in space, integrating complex equations for determining vector coordinates from latitude/longitude data.
- Applied advanced 3d rendering techniques to create smooth and engaging visual experiences.
- Implemented advanced algorithms to calculate splines and trajectories for interceptors based on real-time data, enabling accurate visualization and tracking of projectile paths.
- Designed and implemented a visualization of defense perimeters, used as a "no-fly-zone" to intercept enemy projectiles.

2023

Kanban Task Board

- Developed an original full-stack Kanban board application using the MERN stack.
- Implemented features of creating boards, tasks, subtasks, and an intuitive drag & drop functionality similar to paid-for solutions.
- Independently created the entire application from concept to deployment, solidifying full stack abilities.

2012 -2017

Semi Professional Volleyball Player – Athlete

- Coached aspiring young players in beach volleyball, many of whom went on to the collegiate level.
- Traveled all over the US playing tournaments on grass on sand.

Education

2017

CodeSmith – Full Stack Engineering Immersive Program

2009 - 2012

University of Mount Olive – B.S. in Business Management

- Two time First-Team Academic All-American in Men's Volleyball | NCAA Post-Graduate Scholarship Winner.
- Graduated Magna Cum Laude.