Jon Cundiff

Junior Software Developer Columbia, MO | 573-723-1487

jon-cundiff.dev | github.com/jon-cundiff | linkedin.com/in/jon-cundiff | jon.cundiff@gmail.com

Spirited full stack web developer who is seeking new opportunities to apply and expand his knowledge and skills in his career. As a former systems trainer, he brings the ability to take complex processes and break the information into concise manageable bits to present to various teams. Excels in adapting and learning new programming languages to implement into projects quickly. He strives to become a mentor and teacher to upcoming developers as more experience is gained.

Software Development Skills

- Languages: JavaScript, Python, Node.js, Dart, HTML, CSS
- Tools: Express, React, Redux, Vue.js, Bootstrap, Bulma, MongoDB, Sass, Flutter, Websockets, Socket.IO, Trello, Github, Zoom, WebEx
- Concepts: Debugging, Agile Development, Refactoring, RESTful API, Presentation, Technical Writing

Software Development Portfolio

Aural Connectors | aural-connectors.surge.sh/ | github.com/ion-cundiff/aural_connectors

January 2022

- Group project with two other developers that provides users with an immersive planning experience while locating concerts nearby. Users are also able to locate food and lodging close to various musical venues. A user can search by city, his or her location, by artist, by genre, and by venue to find concerts
- Roles
 - Led project structure and direction.
 - Programmed functionality for dynamic import for header and footer templates.
 - Implemented base search actions and displays
 - Created graceful error handling displays
 - Unified CSS styling across all pages
- Front-end project built with HTML, CSS, JavaScript utilizing Ticketmaster Discovery API and Google Places API
- Wordle Clash | wordle-clash.herokuapp.com/ | github.com/jon-cundiff/wordle-clash

 Group project with two other developers that provides users with a competitive twist to the word game Wordle
 - Roles
 - Implemented game logic and all Socket.IO event handling
 - Utilized CSS to create game animation
 - Handled database migrations for solo and match stats
 - Created graceful error handling displays
 - Back-end project built with HTML, CSS, JavaScript, Node.js, Express, PostgreSQL, Sequelize, and Socket.IO

Education

DigitalCrafts | Certificate in Software Engineering | Atlanta, GA

December 2021 – April 2022

Software engineering training program covering full-stack development including, but not limited to JavaScript,
 Python, including an emphasis on cutting-edge frameworks like React/Redux and server-side technologies including Node.js, Express, and PostgreSQL.

Missouri Western State University | B.F.A. in Graphic Design | St. Joseph, MO

August 2006 - May 2011

Professional Work Experience

State of Missouri - Family Support Division

Staff Development Specialist (Training Tech) | Columbia, MO

September 2019 - November 2021

- Saved multiple hours per week in training database preparation by creating a script VBA for Excel that calls TN3270 Plus scripts written in BASIC-style syntax.
- Created a more accurate emulation of mainframe software for training purposes utilizing JavaScript to add functionality to Articulate Storyline 360 slides.
- Converted complicated technical memos into concise technical guides for field staff.

Correspondence and Information Specialist | Independence, MO

April 2018 - September 2019

- Worked face-to-face with clients to break down complex policies affecting public assistance cases.
- Trained and on-boarded clerical staff.

Eligibility Specialist | Columbia, MO

December 2015 - April 2018

- Assisted clients via inbound calls to understand public assistance requirements and determine eligibility.
- Mentored new hires for on-the-job training after formal training.