

Jonathan Canfield

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github.com/jtcanfield | linkedin.com/in/jonathantcanfield

Skills

Full stack web and mobile applications, REST API Development, Responsive UX/UI Development, Agile Development (Scrum Framework), Test Driven Development, database creation and queries, designing and executing user interfaces, Git, Trello, GitLab, Github, Hugo, Adobe Creative Cloud, Adobe Photoshop, Adobe Lightroom, Adobe Premiere, Adobe AfterEffects

Languages, Frameworks, and Databases

Java, JavaScript, ReactJS, HTML5, CSS, Sass, NodeJS, Express, Mustache, jQuery, AngularJS, Bootstrap, AJAX, SQL, MySQL, MongoDB, Mongoose, Siebel Database Management, Unity3D, Unreal

Relevant Experience

The Iron Yard | Raleigh, NC

July 2017 - Present

The Iron Yard is a 12-week coding bootcamp specializing in highly focused, immersive training centered on language fluency, object-oriented programming, and project-based learning.

CanlGrow — Allows Beginner gardeners to look up information on how to take care of their plants using a USDA database. Group Project

- Made using ReactJS, React-Router, Redux, Bootstrap, hosted on Heroku
- Ruby on Rails Backend
- Code: <https://github.com/CanlGrow>

Etsy Recreation Group Project — a one week crunch group project to recreate Etsy w/ etsy api

- Recreation of Etsy from the ground up using Agile team development and Git workflow.
- Made using React, JSX, Css, and the fetch library, hosted on Github pages. Used NodeJS on heroku to add cors header to fetch requests.
- Code: <https://github.com/TIY-Durham-Etsy-project/Etsy-group-project>
- Deployment: <https://tiy-durham-etsy-project.github.io/Etsy-group-project/>

Question Box — Mario-themed social network designed to allow Iron Yard Students to share code snippets, comment, and organize them

- Made using ReactJS, React-Router, Redux, Bootstrap and Sass
- Backend made with NodeJS, express, and MongoDB
- mLab hosted database with Restful API on heroku, provides secure authorization through passport js
- Code: <https://github.com/jtcanfield/question-box-frontend>
- Backend Code: <https://github.com/jtcanfield/question-box-backend>

Memory Game - A responsive card matching game with customizable options

- Uses template literals to create multiple screens in vanilla JavaScript, allows for user to customize their game. Works on mobile devices.
- RESTful API made using NodeJS, Mongoose, MongoDB, and express, hosted on Heroku
- Code: <https://github.com/jtcanfield/memory-game>
- API Code: <https://github.com/jtcanfield/memorygameapi>

Florida BlueCross & BlueShield | Raleigh, NC

August 2016-July 2017

Subject Matter Expert - Call Center

- Diagnosed and solved time-sensitive hardware and software issues on the call floor
- Managed Team; worked with team to resolve database & customer issues
- Trained newer agents how to interact with customers and use Siebel

References furnished upon request