

Jonathan Canfield

Raleigh-Durham | 919-366-8804 | jonathantcanfield@gmail.com
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

Languages, Frameworks, and Databases

Java, C#, JavaScript, ReactJS, HTML5, CSS, Sass, NodeJS, Express, Mustache, jQuery, AngularJS, Angular 4, Bootstrap, AJAX, MongoDB, Mongoose, Wordpress, Python, Django, Siebel Database Management, Unity3D, Unreal

Relevant Experience

Fidelity Investments | Raleigh, NC

December 2017-Present

Associate Software Engineer

- Worked in a Agile Scrum environment on a team of 9 using Jira boards and two week sprints
- Created and debugged client facing web portals in Angular 2 and Angular 4 with NodeJS backends
- Updated legacy java apps to be compatible with newer Node apps
- Used protractor and Robot frameworks to automate regression testing
- Worked on various internal projects in Ember js and Elixir

Don't Waste Durham | Durham, NC

October 2017-November 2017

Open Source Contributor (Green2Go)

- Contributed to an open source app that allows users to obtain reusable takeout containers
- Worked in Python, Django
- Fixed various bugs, cleaned up code and file tree

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

The Iron Yard | Durham, NC

July 2017 - October 2017

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.

CanIGrow — Allows Beginner gardeners to look up information on how to take care of their plants using a USDA database. Worked as a front end developer in a team of 2 front end and 1 back end developers

- Made using JavaScript, ReactJS, React-Router, Redux, Bootstrap, hosted on Heroku
- Ruby on Rails Backend
- Code: <https://github.com/CanIGrow>
- Deployment: <https://canigrow.github.io/canigrow-frontend/>

Etsy Recreation — a one week group project to recreate Etsy with the etsy api

- Recreation of Etsy from the ground up using Agile team development and Git workflow.
- Made using JavaScript, 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 JavaScript, ReactJS, React-Router, Redux, Bootstrap and Sass
- Backend made with NodeJS, express, and MongoDB

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- mLab 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>
- Deployment: <https://jtcanfield.github.io/memory-game/>

References furnished upon request