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), User Experience Development, User Experience Research, Test Driven Development, database creation and queries, designing and executing user interfaces, Git, Trello, GitLab, Github, Hugo, Adobe Creative Cloud

Languages, Frameworks, and Databases

JavaScript, Typescript, ReactJS, VueJS, EmberJS, HTML5, CSS, Scss, Sass, NodeJS, Express, Mustache, jQuery, AngularJS, Angular 2-8, Webpack, Rollup, Bootstrap, AJAX, PostgreSQL, MySQL, Siebel, MongoDB, Mongoose, Mobile Development with React Native, Wordpress, Java, C#, Python, Django, Jenkins Automation, Docker, Amazon Web Services, IBM UrbanCode Deploy, Ansible, Polymer 3 Web Components, LitHTML, LitElement, Unity3D, Unreal

Relevant Experience

Fidelity Investments | Raleigh, NC   December 2017-Present
Associate Software Engineer (Full-Time)   *December 2017 - December 2018*
Software Engineer (Full-Time)   *December 2018 - Present*

- Worked in a Agile Scrum environment on multiple teams using Jira boards and two week sprints
- Created and debugged client facing web portals in Angular, ReactJS , VueJS, and EmberJS compiled using Webpack and Rollup, with NodeJS backends built using Typescript
- Created REST APIs in NodeJS
- Updated legacy java apps to be compatible with newer Node apps
- Used protractor, robot framework, and python on selenium grids to automate testing
- Designed understandable and simple to use web pages, working directly with UXD and UXResearch teams to test those designs with end users
- Created Jenkins and UrbanCode Deploy scripts to help other teams easily automate deploying dockerized applications to AWS
- Pioneered a company-wide UX component library and stylesheet, originally built using polymer
- Architected an internal library of reusable and shareable web components using Lerna, Lit-HTML, and Lit-Element
- Created various sharable node modules to help standardize applications across teams and speed up the development process, such as a standardized logger module using Pino, or a standardized request and authentication utility using request-promise
- Worked on various internal websites and services in various JS frameworks and Elixir, like tools to help facilitate scrum ceremonies, assist with finding and updating shared node modules, and help with debugging production issues
- Hosted sessions helping to teach other developers new technologies and concepts

GreenToGo | Durham, NC   April 2018-December 2019
Software Engineer (Part-Time)

- Managed an open source web application and mobile application that allows users to obtain and return reusable takeout containers
- Web application created Python and Django, using Django's authentication and restful services
- Mobile application created in React native using Expo
- Prototyped versions of containers that would use RFID chips to communicate with the web database for a seamless and easy user experience

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Don't Waste Durham | Durham, NC   October 2017-November 2017
Open Source Contributor
- Contributed to an open source app that allows users to obtain reusable takeout containers
- Worked in Python
- Fixed various bugs, cleaned up code and file tree

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
- 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, allowing for users 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/

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