

JULIAN PABLOFF

Full Stack Developer

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WORK EXPERIENCE

Junior Software Developer - MacDonald Miller (Seattle, WA) // Jan. 2022 - Jul. 2022

The purpose of this project was to create a web application that creates and manages estimates for construction jobs for the company. I worked on a small team with three other developers so I was able to play a bigger role than before in the design and development of the application.

Angular, C#, SQL // MacCap

- Utilized an **Agile workflow** and **Azure DevOps** features to stay organized and work efficiently
- With my **front end** experience, I took a leading role in the visual design and user experience of key parts of the application
- Used my **UX** experience to make suggestions to the team and project manager about how to improve the logic and operation of features
- Used **SQL** transactions, stored procedures, and schema comparisons to manage back end tasks and organize our deployed environments

Full Stack Software Developer - Accenture (Redmond, WA) // Sept. 2020 - Dec. 2021

Since Accenture is a consulting firm, this job gave me exposure to many different projects and technologies. I was assigned to the Microsoft account and worked on various projects such as:

Angular, Node.js, PostgreSQL // Digital Value Delivery

- A Microsoft tool for creating Business Scenarios to estimate revenue for various industries and accounts
- Utilized my full stack experience to make improvements to the front end design, API logic, and database structure
- **[Front end]** Created a dynamic filtering tool that changes its available selections based on the filtered content to make a large list of filters easy to manage as a user

Angular, C#, SQL // ATOM Portal

- Full stack web application for managing and visualizing Microsoft incident tickets, teams, and shifts
- Worked with front end, API, and back end code for various site improvements and new features

PySpark, Azure Databricks // Microsoft Federal

- Developed data reports for contract data
- Used PySpark to make complex queries and functions to satisfy data mapping requirements

C#, Microsoft Bot Framework // Azure Chat Bot

- Developed a chat bot that utilizes Azure Dev Ops APIs to help users create user stories
- Gained experience with Agile workflow, submitting code, and planning out sprints

EDUCATION

Coding Dojo (Bellevue, WA)

Received a Certificate of Completion in Full Stack Web Development as a result of over 1000 hours of studying three separate stacks and creating functional web applications.

Puyallup High School (Puyallup, WA)

Took Advanced Placement courses in computer science, natural science, and math. Scored a perfect score on the final computer science AP Exam and recieved an A in the class.

SKILLS

Languages

- Javascript
- Typescript
- Python
- C#
- SQL

Front End

- React
- Angular
- HTML5
- CSS3
- Bootstrap
- jQuery
- Ajax

Back End

- MySQL
- MongoDB
- Node.js
- PySpark
- Azure Databricks

Libraries & Frameworks

- .NET Core
- ASP.NET
- Entity Framework
- Flask
- Django
- Express
- Mongoose

SOFT SKILLS

- Collaboration
- Problem Solving
- Detail-oriented
- Adaptive Learner
- Teaching

PROJECTS

Solitaire - Javascript [\[Click to view\]](#)

A minimalist terminal app that runs solitaire with a intuitive control scheme and themes that utilize full 24-bit RGB colors.

- **Node.js:** Well-organized code base that uses **object-oriented** programming and full **encapsulation** with separate display, game logic, and controller input code that work independent from each other.
- Created a terminal display engine that can manage screens and layers of characters and colors, and dynamically draw screen updates in the most efficient way possible
- Minimalist ASCII design with configurable color themes

Ratscrew - Javascript [\[Click to view\]](#)

A multiplayer card game application that mimics the game Egyptian Ratscrew. It supports 2 to 4 players and runs in the terminal.

- Made using **Node.js** and its console.log methods to dynamically move the cursor and draw the screen with high efficiency
- Implements **object-oriented programming** with separate classes for game rules, cards, players, controllers, and display
- Minimalist ASCII design with health bars to indicate how many cards you have
- Currently working on an online multiplayer system that utilizes TCP sockets and lag compensation logic

Instaspam - React [\[Click to view\]](#)

A photo sharing website similar to Instagram in which users can upload images and like other people's images.

Technologies Used:

- **React:** used to make the app run on a single page, like Instagram
- **Node.js:** URL routing, data management, and database design
- **Express:** framework for communicating with the database
- **MongoDB:** image storage and user info, and relationships between the two

Other Features:

- Login and register page dynamically changes depending if the username entered exists in the database
- For file uploading we used Multer, and implemented drag and drop uploading

BomberMan - Javascript [\[Click to view\]](#)

Inspired by a classic videogame, this app is a multiplayer game where you try to blow up the other players to win.

- **Node.js:** server logic and managing players
- **Socket.io:** enables multiple users to connect to the server
- Implements **object-oriented programming** with separate classes for game logic, display, controllers, etc.
- Random item drops that modify player speed and bomb power

Wedding Planner - C#/.NET [\[Click to view\]](#)

A website for creating wedding events. Users can create an account, add events, and RSVP.

- **.NET Framework:** used for all MVC (Models Views Controllers) operations
- **Entity Framework:** database communication that utilizes C# object-oriented code
- **MySQL:** database design - many to many relationships and **CRUD** operations
- Implements login and registration