

» summary

I am a web developer seeking an outlet to create big things in the world of tech, following a career engineering skyscrapers. After 9 years studying and practicing structural engineering, the problems grew familiar, and I aimed to redirect my life towards an exciting industry with boundless opportunities for growth. My competency and creativity in complex problem solving drove me to Dev Bootcamp, a 19 week immersive full stack web development program that has equipped me with an extraordinary knowledge in purposeful design. Now I'm on a quest: to find and foster a work environment dedicated to the growth and well-being of its employees for the purpose of overcoming awesome challenges.

» projects

FishBowling - web app Feb 2017 to Current

- team lead for a group of 4 developers
- created an interactive web app for a multiplayer 'taboo'-style game
- used action cable in rails 5 for interactive gameplay with websockets

PSKLMRFI - client project Jan 2017 to Jan 2017

- collaborated with a team of 4 on a project simulating a 'difficult client'
- created a versatile and easily manageable ruby on rails app
- quickly implemented client requests, while managing realistic expectations

Mindless Attackatron - solo project Jan 2017 to Current

- solo proof of concept for a collaborative magic the gathering deck builder
- sinatra-based ruby project using facebook + magic the gathering api's

» experience

dev bootcamp seattle, wa

full stack web dev graduate

Aug 2016 to Feb 2017

- developed a competency for quickly adapting to new languages, frameworks, and conventions
- sharpened collaboration skills through pair-programming, team projects, and empathy training

magnusson klemencic associates seattle, wa

design engineer

Jun 2013 to Aug 2016

- developed design tools using vba, matlab used by over 20 coworkers
- designed cohesively with groups [in|ex -ternally] from highly diversified backgrounds
- discovered the art of time management, working actively on up to 5 projects at a time

university of illinois, urbana-champaign champaign, il

graduate research assistant

May 2011 to May 2013

- led instrumentation efforts for a high-speed rail initiative
- managed a 10-day field instrumentation program at a 14-mile testing track
- conducted extensive data analysis and visual representation of large sets of data
- prepared reports and presentations for internal meetings and conference proceedings

downers grove public works downers grove, il

engineering intern

May 2010 to Jan 2011

- spearheaded cost benefit analysis of road repair strategies for a city of 50,000

» skills

LANGUAGES: ruby, javascript [jQuery], HTML, CSS, python, matlab

FRAMEWORKS: rails, sinatra, reactJS, nodeJS

TESTING: rspec, jasmine, capybara

DATABASE: SQL [postgresql, SQLite], ActiveRecord

VERSION: git, github

APIS: twitch, weather, MTG, Facebook

METHODOLOGIES: object-oriented design, TDD, Agile, RESTful conventions

» education

university of illinois, urbana-champaign

ms, structural engineering 2013

bs, civil engineering 2011

» volunteering

food lifeline · food frenzy coordinator
seattle, wa

- lead an effort of 200 coworkers to raise over \$6,000 for Food Lifeline

america reads, america counts · mentor
urbana, wa

- mentored underprivileged children at wiley elementary

alternative spring break ·
trip coordinator

washington, d.c. & kanab, ut

- organized (2) week-long volunteer trips for homeless outreach and animal welfare missions

» activities

board games

music [trumpet | piano]

cooking

outdoors [hiking | camping]