JUSTIN W. KEENA

PORTFOLIO | GITHUB | LINKEDIN | EMAIL

SUMMARY

Full-stack web developer with experience as both technical lead and product owner. Leverages expertise in higher education to streamline development, communicate effectively with stakeholders, and clarify business requirements for dev team. Meticulous and detail-oriented, excellent writer and presenter.

TECHNICAL SKILLS

Languages: JavaScript, C#, SQL, HTML, CSS, JSON, XML

Front-end tech: Blazor, ASP.NET MVC, React, jQuery, Postman, Bootstrap, jQuery UI, Burp Suite

Back-end tech: SQL Server, SQL Profiler, IIS, Node, Express, MySQL, Sequelize **Other:** Azure DevOps, Asana, Visual Studio, Git, Markdown, Acunetix, UptimeRobot

SAMPLE APPLICATIONS BUILT

Virtual Backlog

DEMO | CODE

[Stores, displays, and sorts videogame collection in animated 3D. Add games manually or by barcode.] [Core responsibilities: UI/UX, authentication, routing, server, database, API calls, barcode scanner.] [Tools and languages used: React, JavaScript, HTML, CSS, Bootstrap, Node, Mongoose, MongoDB.]

Super Coin Collector

DEMO | CODE

[An arithmetic game that implements custom animation, collision detection, and graphic design.] [Tools and languages used: jQuery, JavaScript, HTML, CSS, jQuery UI.]

Clivi Hamiltonis Opera Obscura

DEMO | CODE

[A mobile-responsive bibliography of C.S. Lewis's new and obscure works.] [Tools and languages used: React, Materialize, JavaScript, HTML, CSS.]

EXPERIENCE

Web Developer	Fluent 2019 –
Adjunct Professor of Ancient Philosophy	Nashua Community College 2018 – 2021
English Teaching Fellow	Catholic University of America 2016 – 2018
Writing Center Instructor	Catholic University of America 2014 – 2016
Adjunct Professor of Classics	Franciscan University of Steubenville 2013 – 2014

EDUCATION

Web Development Boot Camp Certificate	University of New Hampshire 2019
MA in English	Catholic University of America 2016
MSt in Ancient Philosophy	University of Oxford 2012
BA in Philosophy and Classics	Franciscan University of Steubenville 2011