Dallas, Texas
(Will self-relocate)
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Keith Armstrong

Technical Skills
Strong: Node.js • C/C++ • PHP • Git • Linux • Pen Testing • MySQL • Express • MongoDB • HTML/CSS
Experienced: Java • React • Angular • Socket.io • EJS • jQuery • TDD (Mocha/Chai/Sinon) • Redis

Projects
RandomAPI | Full-Stack Developer and Server Administrator | beta.randomapi.com
Fully customizable random data generator for mockups and testing
- Designed front-end using EJS templates for dynamic content and Skeleton CSS for styling
- Implemented Redis for caching frequently used lists and code snippets
- Developed isolated, sandboxed generators that execute untrusted API code in a secure environment

Random User Generator | Back-end Developer, Server Administrator, and PS Extension Developer | randomuser.me
Web service that provides developers with random user data for mockups and testing
- Designed RESTful API backend using Node.js / Express for generating and serving random data
- Leveraged the uifaces.com API for profile pictures to go along with the user data
- Deployed Ubuntu server with Nginx to handle numerous concurrent requests in a limited RAM environment
- Developed Photoshop Extension that allows easy insertion of profile pictures as layers into PS documents

Sona | Back-end Developer and Server Administrator | github.com/sonavoice/sona
Virtual intelligence iOS app that provides interaction with 3rd party applications through voice commands
- Created an NPM package CLI tool for easy initialization and publishing of third-party extensions
- Deployed and configured a MEAN stack on an Ubuntu Digital Ocean droplet to host server
- Made convenient setup script for developers to easily download programming assets and contribute to the project
- Refactored Swift iOS project by organizing views into separate storyboards for improved readability

PokeMMOn | Full-Stack Developer | keitharm.me/projects/pokemmon
MMO, real-time Pokemon Sapphire clone developed with HTML5 Canvas
- Implemented game server and web server using Node.js / Express
- Integrated Socket.io for real-time communication between connected clients and the game server
- Leveraged HTML5 Canvas for rendering visuals such as maps and entities in a web browser

Professional Experience
Parago, Inc. | Dallas, Texas | Quality Assurance Intern   2013
Developed incentives and rewards program website for client
- Discovered and helped fix website vulnerabilities that exposed and allowed edits to confidential user data
- Wrote user stories in Team Foundation Service describing workflows for developers to implement
- Designed standard (welcome, password reset, etc.) email templates for use with Umbraco CMS on client website

Education
Hack Reactor | *Advanced Software Engineering Immersive Program*   2015
University of North Texas | *Computer Science*   2012–2013, 2015
Texas A&M University | *Computer Science*   2013–2014

Personal
I'm a command line wizard who loves coding projects, gaming, and dogs (huskies are my favorite). When I'm not on a computer, I am out mountain biking and taking pictures of nature and landscapes.