Kevin Fergus

✉ kevinfergus89@gmail.com 🌐 kevinfergus89@gmail.com 📞 (847) 322-8527

in linkedin.com/in/kevin-fergus ⊙ github.com/kevinfergus 📍 Chicago, IL

SUMMARY

Software engineer with a proven ability to work creatively in both small and large team environments. For a team project, I was responsible for the front end and I took it upon myself to learn Django back end to ensure smooth interactions without the need to delay the back end engineer's other work. I built an ecommerce site in 8 days with 4 teammates using a creative approach to cart schema design, ultimately removing the need for a separate carts table. With a passion for personal growth, I attended a 1,000+ hour Fullstack bootcamp to both learn new coding techniques and sharpen my existing skills. I am now looking for an opportunity to use these skills in a collaborative environment with other passionate technologists creating delightful experiences for end users.

SKILLS

- **Languages**: HTML, JS, CSS, Python, Java
- **Frameworks**: Node.js, Express.JS, Django
- **Libraries**: React, Redux
- **Databases**: SQL, Sequelize, Postgres, Firebase
- **Authorization**: Passport.JS
- **CICD**: GIT, GitHub, AWS Amplify

In a developer role at your company I will…

- Code within company coding standards and styles.
- Write fully automated code tests in adherence to best practices.
- Learn how to leverage the current CICD pipeline in place.
- Build responsive frontend designs to spec per the UX design.
- Build out API routes per RESTful design structure.
- Diligently prioritize multiple projects to ensure timely results.

EXPERIENCE

Minos Labs - Fullstack Development Associate   **Chicago, IL** 2020 - Present

Participated in the Minos Labs Career Acceleration program: a 6-week, industry-led cohort that gives associates with a STEM background the ability to advance both their technical and professional skills to that of someone with 2-3 years of practical, applied experience within Fullstack Development.

- Built out a frontend in React using hooks with functional components that called the backend Restful API using Django.
- Developed a financial product using the Plaid API that integrated into the frontend in React using Axios.

EDUCATION

Fullstack Academy of Code   **Chicago, IL** 2020

Learned industry best practices and practical software development standards at Chicago's most selective coding Bootcamp with a focus on HTML, CSS, JavaScript, Node.JS, React, Redux, and algorithms and data structures in a full-time classroom environment. The second half of the curriculum is full-time project work where I created three web applications both solo and with a team utilizing agile methodologies.

PROJECTS

Gather (Repo, Demo, Site)   **Chicago, IL** 2020 - Present

Video Conferencing application that places participants in a single room with a common background. Demonstrated strong knowledge of Javascript, SQL, Node.JS, HTML, CSS, and React plus facility with learning and implementing new technologies like the media streams API.

- Created intuitive user experience which allowed users to manipulate their shared video conferencing room using React that synced user positioning and background images which implemented instantaneous updates through firebase real-time DB.
- Designed mobile response experience with CSS grid by incorporating Video positions sync for all accounts on one window size. This positioning was set to relative and then dynamically changed to each user's specific device.

Hot Take (Repo, Demo)   **Chicago, IL** 2020 - Present

Local multiplayer game where users join a room and submit answers to prompts via their personal screens and a host screen displays information for all users. While building this web-based application, I demonstrated a strong knowledge of React, Firebase, and RESTful methods to develop frontend design, client-side validations, and the API framework

- Utilized UseState for state management and Google Firebase Hooks for API calls to gain experience with up-to-date practices
- Implemented firebase database for real-time updating which allowed game progress to be reflected in both user and game room flows by syncing React Redux state to firebase.