

CAMERON KINGSLEY

Full Stack Software Engineer

Portfolio Website

www.cameronjameskingsley.com

Contact

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Seattle, WA

[Linkedin](#)

Skills

ReactJS, Redux

JavaScript, Node.js

Bootstrap

HTML/CSS

Ruby, Rails, Sinatra

PostgreSQL, MongoDB, SQLite3

ActiveRecord

Heroku, AWS

Git, SmartGit

(studying) Python

Unity, C#

Arduino, C

Fusion 360, Sketchup, Blender

AutoCAD, Revit, Navisworks

Photoshop/Illustrator

Education

Flatiron School

March 2021 – Dec 2021

Self-Paced Full Stack Software Engineering program, covering ReactJS, JavaScript, Ruby, Ruby on Rails & several portfolio projects.

Strong emphasis on teaching industry best practices.

University of Washington

2009 – 2014

B.A. Architectural Studies

B.A. Construction Management

Motivated graduate of Flatiron School Full Stack Software Engineering Program. Experience building full stack applications using React, JavaScript, Ruby & Rails. Eager to continue learning and contribute to real world projects. Previous professional experience includes 7+ years in construction management, bringing excellent problem solving, communication, project & time management skills.

Top Projects

CyberBug

React, Redux, JavaScript, Rails API, PostgreSQL, Heroku

- Full Stack Application to create, manage, and resolve software bugs
- Prioritized creating clean, DRY, & modular components.
- Built RESTful Rails API to store and serve ReactJS frontend.
- Implemented Redux for state management and API fetch requests

Fallout CellMate

HTML/CSS, Rails front & back end, PostgreSQL, Heroku

- Project Management App for Fallout Cascadia game development
- Deployed and currently in use by the Fallout Cascadia Team (V2.0 in development using React & Rails as API)
- ReactJS with Bootstrap UI frontend, RESTful Rails API Backend

Who Are You?

JavaScript, Rails API, PostgreSQL, Heroku

- Questionnaire app to generate a character backstory for RPG games
- JavaScript frontend with RESTful Rails API that stores user selection and returns dynamically generated story data.

Work experience

Ferris-Turney: Sr. Project Engineer

August 2020 – Jun 2021

- Lead multiple construction projects between \$50,000 to \$1,500,000
- Prepare budgets & schedules, evaluate vendor quotes & subcontracts
- Coordinate with team to find creative solutions to construction issues
- Overhauled submittal process and automated much of the data entry

Studio One Three: Owner

December 2019 – Current

- Founded a part-time business building made-to-order commission products incorporating wood, metal, and other fabrication techniques.

Swinerton Builders: Sr. Project Engineer

July 2016 – May 2020

- Estimating, procurement, scheduling, coordinating submittals, RFIs, safety and quality control

Stellar J Corporation: Project Engineer

June 2014 – July 2016

- Managed 3D & BIM modeling, create drawings and details

Granite Construction: Project Engineer Intern

2013 – 2014