Scott Larson

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SUMMARY

Software Developer with expertise in software architecture and design patterns, specializing in full web development lifecycle. Adept at listening to user needs and mentoring team members to meet commitments with professionalism and accessibility. Demonstrates strong communication skills, problem-solving abilities, and debugging expertise. Known for a collaborative approach to responsibilities, fostering seamless coordination with architects and cross-functional teams. Proficient in prioritizing workflows, system testing, and adhering to delivery timelines to drive project success. Passionate about mastering new programming languages and utilizing cutting-edge technologies to design clean, efficient web applications that embody attention to detail and support continuous improvement.

SKILLS

Languages: JavaScript, (Node.js, TypeScript), Python, SQL, HTML5, SCSS/SASS, CSS, JSON APIs
Database: PostgreSQL, MongoDB, AtlasDB, FirebaseDB
Frameworks & Libraries: React.js (including React hooks), Express.js, Django, Bootstrap, jQuery, Vue.js, MVC
Other: RESTful APIs, ClickUp, Trello, Jira, Figma, GitHub, Test-Driven Development, Data Management

EXPERIENCE

Full Stack Engineer, PixelFlix | GitHub | PixelFlix *React, Firebase Cloud Firestore, SCSS, Jest*
- Built *PixelFlix*, a Netflix-inspired entertainment app with features like account creation, email verification, and multi-profile management.
- Designed personalized user experiences, including profile avatars, unique bookmarks, and dynamic "Recommended for You" sections.
- Developed a responsive, mobile-first UI using SCSS, ensuring an accessible and professional user experience across all user interfaces.
- Leveraged Firebase Cloud Firestore for scalable, real-time database management.
- Collaborated with a team to translate Figma designs into functional, user-friendly features.

Front End Developer, Gaming Elite | GitHub | Gaming Elite | App - REACT, Express, Mongoose, MERN Stack
- Led a team to create an storefront eCommerce website for gaming products, utilizing clean design and software development tools.
- Employed version control Git for code reviews, enabling collaborative development, testing and debugging and tracking project progress effectively.
- Integrated back end server side programming (MongoDB) for efficient data storage and query retrieval.

Front End Developer, Ultimate Anime API | GitHub | App **-** Vanilla JavaScript, Express, Mongoose
- Developed a JavaScript-based application in Visual Studio Code, working on both back end and front end frameworks development with the use of html, css, Express and MongoDB backend to navigate and render information dynamically.
- Implementation of RESTful api endpoints for CRUD operations, ensuring seamless integration and testing backend developer tools with Postman.
- Defined MongoDB schemas with Mongoose for efficient data management to pull, sort and categorize character details, images, and genres.

Front End Engineer, BCS Darts | GitHub | App - REACT, Express, Mongoose, MERN Stack, Typescript
- Developed a MERN stack application for Dart league competitors to collaborate and engage with team members, track game stats, solving for an issue of the statistician manually entering stats.
- Implemented plugins for authentication and bcrypt for user data protection, security and administrative privileges.
- Designed responsive web design through CSS to provide a user friendly interface.

Store Manager, Mattress Firm | College Station, Texas   *January 2019 - January 2024*
- Restructured training programs to meet team needs, providing a rich learning environment, guidance, clear expectations of business processes; resulting in an 18% increase in sales and $430K in additional revenue.
- Recognized with an expertise award in 2022 for exemplary leadership and customer satisfaction.

Lead Technician, Laser Room, Versacarry | Bryan, Texas   *May 2018 - January 2019*
- Utilized technical skills improving productivity across rendering and fabrication; leading to seamless service delivery.
- Introduced innovative techniques for equipment operation, enhancing manufacturing product delivery.

EDUCATION

Software Engineer Boot Camp Certificate, General Assembly | Remote   *January 2024 - April 2024*
Intensive, 12-week, 500+ hour program focused on product development projects, object-oriented software, MVC frameworks, agile environments, data modeling and team collaboration strategies. Developed a portfolio of solo and group projects.