LinkedIn: linkedin.com/in/liam-campbell-portland • GitHub: github.com/lcmpbll

LIAM CAMPBELL

(712)310-8122 • liam22campbell@gmail.com **Portfolio:** https://lcmpbll.github.io/react-portfolio/

ABOUT ME

A detail oriented, customer focused, professional. Looking to leverage my problem solving skills and continue to build my programming knowledge to innovate and grow as a software developer.

EDUCATION

2022 • Epicodus Certificate in Web and Mobile Development

2016 • University of Iowa B.S.Biology

Projects

<u>Arkham Horror</u> - Worked as a part of a team to create a JavaScript text based RPG, achieved 100% testing coverage.

https://github.com/lcmbpll/Arkham-Horror

<u>React Dashoard</u> - A React.js dashboard using materialUi, Nivo, and callendar.js. https://github.com/lcmpbll/React-dashboard

<u>Dog Bark</u> - A React.js dog park tracker hosted on AWS, using graphql API. https://github.com/lcmpbll/Capstone

EXPERIENCE

10/2022	Present	Nombolo Full-Stack Developer Intern - Build a react website and React Native app components • Participate in scrum and sprint planning. • Contribute to app maintenance, bug fixes, and testing • Collaborate with UI/UX team to create code features from product specifications
8/2015	5/2022	New Seasons Market - Additional Titles (Courtesy Clerk, Cashier, Lead Cashier)
9/2021	5/2022	 Assistant Operations Manager - manager on duty for local grocery store Planned and facilitated new hire training for floater staff. Collaborated with in and between 10+ teams to facilitate day to day store operations.
9/2019	9/2021	 Spearheaded project to organize out door work space leading to an increase in vendor efficacy. Assistant Front End Manager - Collaborated to manage a department of 45+ Collaborated to set and deliver margin and labor goals 2 consecutive years Shared new information with staff and customers. Improved frontend flow and mitigated risk during 2020 covid out break.

SKILLS

HTML	OOP	Documentation	Javascript
Communication	Jira	React	GitLab/Git
Collaboration	TDD	CSS	C#/.NET