

LERNARD GRIGSBY

SOFTWARE DEVELOPER

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Compassionate creative with a 10 year track record of delivering personalized E2E experiences. Passionate about powerful code written elegantly and always being an advocate for the client and contributors.

LANGUAGES / SKILLS

JavaScript | Python | Ruby on Rails | React | Vue | MVC | HTML | CSS | AWS | Cloud Console | MongoDB | Node | Express | SQL | NoSQL | Data Structures & Algorithms | Test Driven Development | GitHub | Adobe Creative Suite |

PROJECTS

Scarab | *(React, Redux, Ruby on Rails, Google Maps API)*

[live](#) | [github](#)

Single-page and session persistent application for creating driving, biking, and jogging routes.

- Produced dynamically rendered and custom styled navigations by combining Google Map and Direction Services.
- Identified excessive cloud expenditures resulting from redundant and costly API requests. Resolved the issue by additionally including Google's Static Map API for any previously fetched directions.
- Collaborated with the open source community to modify Scarab's global state in preparation for additional features.

Dayze | *(React, Redux, MongoDB, Express, NodeJS, Google Calendar API, Figma)*

[live](#) | [github](#)

Agile driven MERN stack application for logging events through Google's Calendar API.

- Designed and implemented the frontend codebase for all page templating and component UI/UX.
- Served as Product Owner, tasked with documenting user stories and communicating product features with our team of four engineers.
- Conducted daily scrums focused on communicating technical systems' capabilities, limitations, potential workarounds, and ways to inspire each other to deliver a shippable product after a single week sprint.

Technicolor | *(Native JavaScript, CSS)*

[live](#) | [github](#)

Retro themed sandbox for testing asynchronous promise-based behavior and HTML DOM manipulation.

- Fulfilled asynchronous game logic through the implementation of custom classes, data structures, and algorithms.
- Modeled custom breakpoints by associating viewport relative DOMRect response objects with CSS variables.
- Tracked the codebase for heuristics and code smells to make ongoing feature developments and optimizations.

EXPERIENCE

Service | *Lilia*

Oct 2018 - Mar 2020

- Collaborated with a team of captains, bartenders, sommeliers, and hosts to lead guests in their dining experience with extraordinary service and genuine hospitality.
- Balanced precise time management, teamwork, and dynamic problem solving to reliably exceed the expectations of our distinguished and enthusiastic patrons.
- Organized weekly gatherings focused on the continued growth of our team members. Topics spanned Italian cuisine, cocktails, service knowledge, work-life balance, and conflict resolution.

Event Captain | *TopGolf*

Dec 2015 - Aug 2018

- Provided best-in-class hospitality for guests by creating genuine connections and demonstrating an in-depth knowledge of menu items, memberships, and gameplay.
- Fulfilled supervisory duties over a support team. Ensured customer satisfaction, operating procedures, and safety standards were upheld at all times.
- Facilitated tournaments as the primary contact for client-hosts, their guests, and administrative staff. Employed organizational skills and time management to consistently deliver seamless service in a face-paced environment.
- Delivered effective oral and written reports, following each event, highlighting actionable solutions to elevate the guest experience and increase revenue.

EDUCATION

App Academy - 1600-hour Object Oriented Design & Test Driven Development full stack boot camp.

April 2021

University of Texas at Austin - BFA Studio Art & Graphic Design

March 2014