LERNARD GRIGSBY

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SKILLS

JavaScript, React, Redux, Python, Ruby, Ruby on Rails, HTML, CSS, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Figma, Adobe Suite

PROJECTS

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

- Single page & session persistent application for creating driving, biking, and jogging routes.
- Dynamic and Static maps, powered by Google's Javascript APIs, provide the core functionality for Scarab. React state management is also leveraged as asynchronous calls are made to the Rails backend.
- Travel routes, activites, post, and comments are stored as polymorphic associated data models and validated in the Ruby on Rails backend.
- Styling of the React components is handled utilizing SCSS and responsive breakouts ensure optimal viewing at various screen sizes.

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

- Drafted and pitched Dayze, a productivity application that offers integration with Google's Calendar API. A team of 3 fullstack developers were brought on to the project and launched a minimal viable product within a week
- Determined the artistic direction and built Figma mockups focused on stacking semi-transparent content layers. The branding was reinforced with CSS animations that simulate depth of field and refocus events as they're targeted or their priority level is increased.
- Maintained a cohesive look and feel for all new features as they were developed by the backend team.

Technicolor | *(Native Javascript, CSS)*   **live** | **github**

- Developed Technicolor, a retro themed single page application inspired by an interest in arcade games like **_Cyclone_** where split second reactions are a must.
- Reimagining my favorite childhood games through the ongoing addition of new features and game modes.
- Technicolor is serving as my sandbox as I research DOM manipulation though CSS and Vanilla Javascript.

EXPERIENCE

Server | *Lilia*   Oct 2018 - Mar 2020

- Oversaw front of house training for the 2019 patio season. Detailed high-level task prioritizations, strategies to personalize the guest experience, and pairing recommendations to increase sales. Closed the season with a near 100% retention of new hires.
- Nominated as an advocate for non-salary team members. Negotiated the expansion of an existing open-door policy to include time before and after service to communicate feedback. The structured gatherings brought about service optimizations and fostered a more equitable work environment.
- Identified passages with frequent collisions and experimented with ergonomic changes for each workstation. The finalized plan improved flow and reduced breakage costs by hundreds of dollars per week.

Event Captain | *TopGolf Austin*   Dec 2015 - Aug 2018

- Promoted from Event Ambassador to Captain after ranking 3rd highest in sales for a solo event that spring.
- Collaborated with the Marketing Coordinator for an overhaul of the venue's event decor. More than one hundred modular components were budgeted and staged. The joint effort ensured a consistent presentation and a reduction in time allocated for setup and breakdown

EDUCATION

AppAcademy - *1600 hour full-stack web development program with a 3% acceptance rate.*   April 2021
University of Texas at Austin - *BFA Studio Art & Graphic Design*   March 2014