

LERNARD GRIGSBY

SOFTWARE DEVELOPER

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Forward-thinking and endlessly curious Software Developer adapting 10 years of leadership in corporate event hosting. Skilled at understanding client needs, prioritizing objectives, mobilizing resources, and monitoring feedback. Brings this attention to detail to software development with a focus on end-to-end optimization and consistent delivery.

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.

- Rendered custom-styled navigations dynamically by combining Google Map and Direction Services.
- Identified excessive cloud expenditures, eliminating redundant and costly API requests. Resolved issues by including Google's Static Map API for previously fetched directions.
- Collaborated with the open source community to modify Scarab 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 front-end codebase for all page templates and component UI/UX.
- Served as Product Owner, documented user stories and communicated product features with a team of engineers.
- Conducted daily scrums with a focus on communicating technical systems' capabilities, limitations, and potential workarounds. Brainstormed ways to deliver a shippable product after a single week.

Technicolor | *(Native JavaScript, CSS)*

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

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

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

EXPERIENCE

Service | *Lilia*

Oct 2018 - Mar 2020

- Collaborated with a team of captains, bartenders, and sommeliers, to offer guests extraordinary service and genuine hospitality.
- Worked as an effective team member by utilizing time management skills to exceed guest expectations and resolve any issues.
- Organized weekly meetings focused on team member growth. 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 while demonstrating an in-depth knowledge of menu items, memberships, and gameplay.
- Fulfilled the role of supervisor ensuring customer satisfaction, operating procedures, and safety standards were upheld at all times.
- Facilitated tournaments for client-hosts, their guests. Employed organizational skills and time management to deliver seamless service while maintaining substantive communication with administrative staff.
- Delivered effective verbal and written reports, following each event, highlighting actionable solutions to elevate 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