

# LERNARD GRIGSBY

## SOFTWARE DEVELOPER

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Compassionate creative with a 10 year track record of delivering personalized end to end experiences. Committed to writing powerful code while always advocating for clients 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.

- 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