LERNARD GRIGSBY

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SKILLS

- JavaScript
- React
- Redux

- Python
- Ruby on Rails
- ActiveRecord

- HTML
- CSS
- Mongoose

- MongoDB
- Node
- jQuery

- Express
- SQL
- NoSQL

- Data Structures & Algorithms
- TDD

- Webpack
- GitHub
- Adobe

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 APIs from Google's Map and Direction Services.
- Identified memory leaks created by redundant API requests. Resolved the issue by additionally including the more efficient Static Map API for any previously fetched directions.
- Collaborated with the open source community to research ways to better maintain and refactor Scarab's global state as future features are introduced.

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.
- Served as Product Owner, tasked with documenting user stories and communicating product features with our team of four engineers.
- Participated in daily scrums; discussed technical systems' capabilities, limitations, potential workarounds, and ways to inspire each other to reach our deadline.
- Arrived at a shippable product after a single week sprint. Returned for a 3-week sprint where user interfacing concerns, highlighted in our previous retrospective, were ultimately resolved.

Technicolor | *(Native Javascript, CSS)*   **live** | **github**
- Developed Technicolor, a retro themed sandbox sparked by an interest in arcade games like **Cyclone** where split second reactions are a must!
- The project focuses on rapid experimentation to explore native Javascript and CSS. Ultimately leveraging play to sharpen an intuition for engaging UIs and intuitive user experiences.
- Future modules will deconstruct my favorite games into challenges to inspire efficient algorithms and clean code.

EXPERIENCE

Service | *Lilia*   Oct 2018 - Mar 2020
- Joined a team of captains, bartenders, baristas, hosts, and sommeliers to lead guests in their dining experience with extraordinary service and genuine hospitality.
- Combined precise time management, teamwork, and dynamic problem solving to reliably exceed the expectations of our distinguished and enthusiastic patrons.
- Participated in and facilitated weekly gatherings focused on the continued growth of our team members. Topics spanned cocktails, Italian cuisine, 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

AppAcademy - *Intensive, 1600-hour full stack bootcamp. OOP, TDD, DS&A*   April 2021
University of Texas at Austin - *BFA Studio Art & Graphic Design*   March 2014