

SHANE PETERSON

Full-Stack Developer

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EDUCATION

Software Engineering Immersive

General Assembly

📅 02/08/2021 - 05/03/2021

📍 Remote

SKILLS

HTML

CSS

Javascript

SQL

Github

Python

Django

Express

AWS

Mongodb

React

WORK EXPERIENCE

Front End Supervisor

King Soopers

📅 Colorado - 05/20/2020

📍 Denver

- Aided in spearheading Curbside Pickup and its relevant features. Developed the store to have one of the largest and profitable Pickup locations in the division by increasing sales by \$10,000 a week and with a customer satisfaction of 85%.
- Encouraged customers to utilize the Self-Checkout system by explaining the finer details to prevent frustration. This resulted in increase of 10% to the utilization of the lanes, a gain of 200 customers a day.

PROJECTS

MonsterFinder, a D&D Web Tool

- Using a MERNstack application to generate monsters from the tabletop game Dungeons and Dragons.
- Created a React based frontend that can display the details of a monster that is searched and generate a selection of random monsters based on their challenge rating.
- Implemented Express/Mongodb to store user information including a list of favorite monsters.
- Implemented the Typeahead feature to enhance the user's search experience.
- Dungeons and Dragons 5e Dungeon Masters can utilize the tool to quickly look up monsters or find new monsters to incorporate into their campaign. With seamless functionality thanks to React.

Prairie Rose Preserving, Virtual Market

- Using Express, MongoDB and Azure create a virtual marketplace.
- Implemented a cart to add and remove items and Admin to create new products.
- Improves the marketing of the client to connect with their customers.

OurAlley, a Dog Playdate Site

Database and UI

- Using Django, AWS S3 and Google Maps create a dog playdate platform.
- Created database structure to communicate with Google Maps API and Geolocation API.
- Allows users to connect with others to schedule playdates with their dogs at dog parks and other areas.

Black Jack Game

- Using Javascript, HTML and CSS to design a basic Blackjack game.
- Implemented the game with a rudimentary betting system and reset features.
- Fun way to pass the time and great to look at to how functions interact.