Michael Yonkman

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LinkedIn <u>linkedin.com/in/michael-yonkman</u> GitHub <u>github.com/michaelyonkman</u>

Portfolio michaelyonkman.github.io

Technologies

JavaScript • Node/Express • React • React Native • Redux • PostgreSQL • Sequelize • Git • HTML5 • CSS3 • Socket.io • Leaflet.js • Mocha • Chai • Jasmine • SQL

Projects

AHOY! | FULL STACK DEVELOPER | 02/2020

github.com/MERV-spice/basic-merv

A mobile scavenger hunt app that uses photo recognition, geolocation data, and push notifications to verify game progress

- Constructed a multi platform mobile app using React Native and Expo
- Employed cloud image storing and photo recognition using Clarifai and Cloudinary
- Enabled geolocation information on a PostgreSQL database using PostGIS

FULLTRACK | SOLO DEVELOPER | 01/2020

github.com/michaelyonkman/FullTrack

A single-page web application to display live transit data from Chicago's CTA API

- Utilized web sockets and Streamdata.io to access real time CTA transit data
- Built out a map view using Leaflet.js and React-Leaflet to show real time locations of CTA trains and busses

DOUGLAS FIR APOTHECARY | FULL STACK DEVELOPER | 01/2020

douglasfirapothecary.herokuapp.com/

An e-commerce web application featuring a product catalog, persistent sessions, and a checkout process

- Implemented a RESTful backend using Express and Sequelize that handles persistent user cart sessions
- Integrated checkout process with Stripe for payment processing

Work Experience

SALES ASSOCIATE | BARNEYS NEW YORK

CHICAGO, IL | 2001-2019

- Consistently highest producing salesperson in the department selling over \$1 million annually
- Utilized POS and CRM systems to service a large loyal clientele base
- Helped with making buying decisions based on feedback from clients

Education

FULLSTACK ACADEMY - 02/2020

Fullstack Academy is a rigorous software development school teaching professional level practices in front and back end web development. Its curriculum is a pragmatic mix of computer science theory, algorithms and data structures, and practical usage of industry standard tools and libraries

Software Engineering Immersive Program

