Kevin J. Urban

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Work Experience:

SQA Tester Three Rivers Technologies - Rochester, MN (June 2018 - April 2020)
- Extensively tested applications for multiple departments that added features to active systems and replaced legacy systems while following the Application Lifecycle Management model.
- Wrote automated test software using C#, Selenium, and MSTest to consolidate regression testing length from a full 8 hour day to an hour and a half process.

Full Stack Developer, Three Rivers Technologies - Onalaska, WI (April 2020 - Present)
- Maintained and expanded front end and back end systems used for aiding support staff in helping customers with device and account issues.
- Constructed API endpoints for payment transaction history and invoice updates to google cloud firebase storage for accurate record keeping of customer accounts.
- Dynamically created billing statements for customers using the iText7 library to create PDFs detailing where and how customer account charges were incurred.
- Developed new features for a mobile app using Google's Dart language and Flutter platform to develop for both Android and iOS

Skills:

Full stack web development - Created client-side interfaces using ReactJS, Blazor, Svelte and NextJS. Constructed backend API's using JavaScript based technologies NodeJS and Express as well as industry-standard tools such as C# .NET. I have structured MongoDB and SQL databases and maintained web services hosted on Linux cloud servers using Nginx.

Google Cloud Platform - Utilized Google Cloud Platform tools such as firestore, cloud scheduler and kubernetes engine to store data, schedule API cron jobs and host application clusters.

Automation testing - Created automation tests using Selenium in both JavaScript and C#. Incorporated both Selenium UI tests and API tests in the MSTest framework to automate regression testing processes.

Phone applications - Worked on and maintained an iOS and Android application using Flutter and Dart

Projects:

Kevin-u.com - A personal website created to host my resume, projects, and to practice programming. This website was created using ReactJS, NextJS, Node, Express and MongoDB. Nginx and a cloud-based Linux server acquired through DigitalOcean.com were used for hosting.

Diabotical / Quake Live Timer - A tool used for memorizing item timers in the competitive video games Quake Live and Diabotical. This project was developed using React and NodeJS.

Grammar Guru - A game of hangman with varying levels of difficulty and user customization including font choice and color scheme. This project uses a front-end ReactJS UI and backend API with NodeJS and a MongoDB database.

Curse Bot - A Discord application bot for tracking the usage of unsavory words and phrases. This bot uses Discord's external JS bot API as well as keyword recognition using regexes and database storage with MongoDB.

Education:

Computer Science B.S. Minor Information Systems | University of Wisconsin - La Crosse