Neil C. Northrop

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Technical Tools

Ruby, Rails, Sinatra, Padrino, JSON/XML, Mechanize/Nokogiri, MySQL, Postgresql, Sequel, Ruby AWS-SDK, Sentry-Raven, Whenever, Rspec/MiniTest, Mocha, FactoryGirl, Capybara, Rubocop, VCR, Git/Github/Gitlab, Bash scripting, Bootstrap/HTML/CSS, RabbitMQ, JIRA/Confluence, Vagrant, VirtualBox and more.

Fidelity Life Association

Software Engineer   **11/2015 – Present**
- Built internal systems to handle XML payloads to and from external system.
- Built internal event driven system to feed XML to downstream customers.
- Using Padrino to build web app for internal business users.

Support Engineer/ Developer Apprenticeship   **11/2013 - 11/2015**
- Supporting multiple products as Level 2.
- Using in house tools to help cases move end to end.
- Using JIRA/Confluence.
- Learning Rails 1.2.1 and 2.3.2 development.
- Learning VI and VIM while working on servers.
- Joined the Software Apprenticeship program to become a full Software Engineer.

Portland Code School

Jr. Web Dev. Student   **06/2013 - 08/2013**
- Intensive course built to provide essential skills for Jr. Web Developers
- TDD with Ruby along side Rails development using Bootstrap.
- Agile Development
- Launch apps with functional user design and hosted live on Heroku.

Professional Experience

28dayhug.com   E-Commerce Website   rails-28dayhug.herokuapp.com
- Migrating an existing site from Wordpress to a Rails environment.
- Implementing the payment processor using Stripe API.

ENSearch   Music Search Engine   ensearch.herokuapp.com
- Personal project to help better understand Rails and 3rd Party APIs.

DotaMeter.com   Site for Game Statistics   dotameter.herokuapp.com/
- Built from the ground up using Rails, AngularJS, and Mongo as our database.
- Used Ruby to build a scraper, aggregate data, and built persistent statistics.