

JOHN GILLIAM

SOFTWARE DEVELOPER CONTACT

📞 615-636-7916
✉️ ggsmoustache@gmail.com
🌐 @johnwgilliam
🐙 @jwgilliam

PROFILE

After some time spent without a particular calling I decided to test the waters of software development by enrolling in a Jumpstart program at Nashville Software school. I had always had an interest in technology and coding, having grown up with computers.

I found the material refreshingly interesting, and enjoyed the feeling of building something. Having decided to continue down this path, I enrolled in a full time software bootcamp and am currently learning the skills necessary to become a professional developer.

Since the outbreak of COVID-19 forced our cohort to work remotely I have been learning to deal with the challenges that come with that. Nevertheless, I remain committed to furthering my education and finding employment in the field of software development.

EDUCATION

Software Development Certificate
Nashville Software School

- anticipated graduation, May 2020

TECHNICAL EDUCATION

NASHVILLE SOFTWARE SCHOOL 2019 - PRESENT

SOFTWARE DEVELOPER

6-month full-time immersive software development bootcamp covering both frontend and backend software development fundamentals through individual and group projects. Introduced to aspects of Scrum framework.

- Learned a variety of technologies for front end and back end development. Languages include JavaScript, C#, and .NET
- Worked on projects both in a group and solo using the scrum framework and sprint planning
- Learned the process of development outside of coding including concepts like ERDs and signal flow

INDIVIDUAL PROJECTS

LOGGER

Single page web application built in **React**. Designed to let the user catalog and curate a list of their personal video games. Project was built with a focus on understanding of data relationships through **ERDs**, understanding of state in React and use of **React hooks**.

GitHub Link: <https://github.com/jwgilliam/Logger>

SCRIVENER

full stack web application built in C# with the Entity framework. Designed to work as a companion app for Dungeons & Dragons players, allowing a dungeon master to store a collection of characters and monsters, as well as create and keep track of encounters.

GitHub Link: <https://github.com/jwgilliam/dnd-capstone>

GROUP PROJECTS

NUTSHELL

Web application modeled after a social networking site. Was responsible for managing the tasks component, as well as general group problem solving. Project was developed in React with the scrum framework. The app was designed to allow users to keep track of events, news, and tasks while also being able to communicate on a public message board.

GitHub Link: <https://github.com/nss-cohort-37/nutshell-flamingos>