

# IVAN PHELPS

## SOFTWARE DEVELOPER

### CONTACT:



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### ABOUT ME:

As a kid, I quickly gravitated towards technology. Video gaming led me to the world of computer hardware, which later in life turned into an avenue for employment. While I enjoyed working on and troubleshooting hardware, I felt my professional growth becoming stagnant. Choosing to pursue software development has been one of the best decisions I have ever made. It has been challenging yet incredibly rewarding, and I can't wait to further expand my toolbox and learn new technologies.

### SOLO PROJECTS:

#### Collectathon | Front End Capstone

- Developed a video game collection tracking app which allows users to search through hundreds of thousands of titles and add them to their collection while noting platform, condition, and completeness of the copy
- Implemented the use of two APIs: RAWG Video Game Database and Steam. Users search for games by making calls to the RAWG API and can import their Steam libraries to their profiles
- **GitHub Repo:** [github.com/ivannio/collectathon](https://github.com/ivannio/collectathon)
- **Live Demo:** [collectathon-b1ce1.firebaseio.com](https://collectathon-b1ce1.firebaseio.com)

#### Super Mix N Match | Server Side Capstone

- Created a mobile first card matching game in which users compete to find matches in the shortest amount of time
- Users authenticated through Firebase with JWTs
- Features include a leader-board, personal score keeping, and unlockable achievements
- Implemented OnsenUI JS library for native feeling components for both Android and iOS
- **GitHub Repo:** [github.com/ivannio/N-Spades-Race](https://github.com/ivannio/N-Spades-Race)

### TECH STACK:

- HTML / CSS / JavaScript
- React
- C# / .NET Core
- T-SQL / SQL Server Management Studio
- Git / GitHub
- Visual Studio / VS Code

### TECHNICAL EXPERIENCE:

#### FULL STACK WEB DEVELOPER

##### Nashville Software School | 2019-Present

- Front end emphasis on HTML, CSS, and JavaScript fundamentals with React as the primary JS framework
- Back end emphasis on C# / .NET Core APIs utilizing relational databases via Dapper
- Command line and source control basics with Git Bash/GitHub
- Object oriented programming best practices
- Agile methodology / Scrum workflow exercises

#### GROUP PROJECTS

##### FreeLancer Renaissance Fair Planner

- Worked with a group to put together our first data driven application using the Firebase API to store and retrieve data
- **GitHub Repo:** [github.com/nss-evening-cohort-10/nutshell-renaissance-fair](https://github.com/nss-evening-cohort-10/nutshell-renaissance-fair)

##### Nautilus Explorer Dashboard

- Inherited and refactored an existing codebase and implemented more complex data manipulation
- Refactored species page to meet part 1 requirements
- Collaborated with group to accomplish data combination from JS promises
- **GitHub Repo:** [github.com/nss-evening-cohort-10/nutshell-nautilus-explorer](https://github.com/nss-evening-cohort-10/nutshell-nautilus-explorer)

### EXPERIENCE CONT:

#### VALIDATION TECHNICIAN

##### FedEx Supply Chain | 2015 - 2020

- Ran bash scripts on arrays of servers to verify hardware inventory and configuration, install software, and gather hardware/network data for customer facing reports
- Utilized MobaXterm to manage multiple terminal sessions
- Used Excel to compile rack results/MAC address reports
- Took part in Kaizen workshop for improving workflow
- Designated as a trainer for new validation technicians

#### COMPUTER REPAIR TECHNICIAN

##### FedEx Supply Chain (Formerly Genco) | 2013 - 2015

- Diagnosed hardware issues and cosmetic defects on laptop, desktop, and all-in-one systems computer systems
- Utilized an online part ordering system to request replacement hardware
- Installed replacement parts and verified repair
- Designated as a trainer for new repair technicians

### EDUCATION:

#### NASHVILLE SOFTWARE SCHOOL

##### Full Stack Web Development | 2019 - 2020

#### UNIVERSITY OF TENNESSEE, KNOXVILLE

##### English / Music Major | 2010 - 2013

- Completed general education requirements
- Earned ~90 credit hours