

# Phil Stubbs

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<https://github.com/philipstubbs13> | <https://www.linkedin.com/in/philipjstubbs/> | <http://www.philstubbs.com>

*Web developer who is passionate about designing experiences that make people's lives simple.*

*Project manager who can resolve problems quickly and keep teams moving forward.*

*Tech enthusiast who loves learning about new tools and technologies.*

## TECHNICAL SKILLS

|             |               |                  |
|-------------|---------------|------------------|
| HTML        | GitHub        | the command line |
| CSS         | MySQL         | Handlebars       |
| Materialize | Firebase      | Express          |
| Bootstrap   | Media Queries | XMetaL           |
| Node.js     | APIs          | Oxygen           |
| Javascript  | JSON          | Arbortext        |
| jQuery      | REST          |                  |
| GIT         | AJAX          |                  |

## EDUCATION

### University of Minnesota

2017 – Present

*College of Continuing and Professional Studies*

St. Paul, MN

### Full Stack Web Development Certificate

### University of Minnesota

2009 – 2013

*College of Liberal Arts*

Minneapolis, MN

### Bachelor of Science in Scientific and Technical Communication

*Emphasis in Information Technology and Design*

**GPA 3.974**; Dean's List: Fall 2009, Spring 2010, Fall 2010, Spring 2011, Fall 2011, Spring 2012, Fall 2012, Spring 2013

## APPS BUILT

### MyCookingAssistant

2018

*Project Manager/Front End Developer*

St. Paul, MN

- Developed an app that returns recipes from the most popular sites on the web.
- Created a Trello board to lead a team of 4 developers, build user stories, assign tasks, create a schedule, set priorities, and meet the project deadline.
- Managed the team GitHub repository, which included resolving merge conflicts, managing pull requests, and keeping the master branch production ready.
- Designed the user interface using Materialize, HTML5, CSS, Javascript, and jQuery.
- <https://github.com/philipstubbs13/Project-Longshot>
- <http://www.mycookingassistant.com>

**LIRI** 2018  
*Back End Developer* St. Paul, MN

- Developed a command line app that allows you to retrieve your latest tweets from Twitter, song information from Spotify, and movie information from OMDB.
- Built using Node.js, Javascript, and NPM packages (Request, Spotify, Twitter, Columnify, and Figlet).
- <https://github.com/philipstubby13/liri-node-app>

**Star Wars RPG Game** 2018  
*Front End Developer* St. Paul, MN

- Created a Star Wars Role Playing Game (RPG) that can be played in the browser.
- Built using JavaScript, jQuery, HTML5, CSS, and Bootstrap.
- <https://github.com/philipstubby13/Star-Wars-RPG-Game>
- <https://philipstubby13.github.io/Star-Wars-RPG-Game/>

**myTrainBuilder** 2018  
*Back End Developer* St. Paul, MN

- Created a train schedule application that incorporates Firebase to host arrival and departure data.
- Built using JavaScript, HTML5, CSS, Bootstrap, Firebase API, jQuery, and Moment.js.
- <https://github.com/philipstubby13/Firebase-Train-Scheduler>
- <https://fir-train-scheduler-7f4a9.firebaseio.com/>

## WORK EXPERIENCE

**Medtronic** 2017 - Present  
*Technical Writer* Mounds View, MN

- Build and update the online help, user manual, and installation manual for the Paceart Optima System (a patient and device management software application).
- Collaborate with engineering and human factors to create a patient manual for a home remote monitor that receives information from a patient's heart device and relays that information to the patient's doctor.
- Work closely with development and human factors to update the online help for the Reveal LINQ Mobile Manager app (an app used by clinics to interrogate a patient's implanted heart monitor).

**Oracle** 2014 - 2016  
*Software Technical Writer* Nashua, NH

- Used DITA and CCMS authoring tools to create and develop documentation that helps users install, configure, and effectively use Oracle software.
- Researched and analyzed information about a new product or feature by interviewing key subject matter experts and working hands-on with the product to quickly learn technical concepts.

