Kelly Nelson | Richland, WA | 509-727-3168 | nelson20@gmail.com | Github | LinkedIn | Twitter

PROFESSIONAL EXPERIENCE

E-By Design | **Front End Web Developer** | Remote | *October 2020 - current*
On a team that built a web app with the goal of managing product VIPs. Leveraged VueJS using Nuxt 3 (with Pinia), GraphQL using Apollo, connecting to a Neo4J database using the Cypher Query Language. 3rd party tools included Okta for authentication, Twilio Client for in-app SMS and Voice calling features. Our repositories were on private Azure DevOps, using a Gitflow process and deployed via Azure DevOps pipelines. Collaboration tools included Azure DevOps, Slack, Google Workspace and Zoom.

REI | **Front End Software Engineer** | Kent, Washington/Remote | *September 2019 - April 2020*
Part of the platform front end team that was tasked with improving Java based global templating using Thymeleaf for the micro front-end architecture to enable code reuse across multiple applications. Primary projects included maintaining Spring MVC libraries used by other REI engineers to convert the existing monolith to new microsites as well as having a focus on web performance improvements with the product pages. Our repositories were on private Bitbucket, using a Gitflow process. Collaboration tools included JIRA, Slack, MS Teams and Zoom.

Honor Tag | **Front End Web Developer** | Remote | *August 2019 - March 2020*
One of two developers to begin building, from the ground up, a web app for military veterans to submit their military information to tell their story of their military experience. Worked with a small Agile remote/distributed team. We leveraged VueJS, Vuex, Tachyons CSS, Firebase auth/Firestore/Functions as our stack, with Stripe SDK as our payment platform. Workflow was using Gitflow with Github as our online repository and Netlify to deploy. Trello, Discord and Zoom were collaboration tools.

Halo Platform | **Front End Web Developer |** Remote | *August 2018 - April 2019*
Co-designed and developed the front end of a player's hub web app, as well as a cryptocurrency-to-game-currency transfer system, for a blockchain based gaming ecosystem. Leveraged VueJS, Vuex and Tachyons CSS along with consuming the Gamesparks SDK and various API's for player auth, game data and account administration. Maintained/revamped existing corporate websites with the Jekyll development framework. Waffle/Github, Discord and Zoom were collaboration tools.

Fluke Corporation | **Front End Web Developer** | Everett, Washington | *November 2017 - May 2018*
Dedicated front end web developer on contract, building HTML/CSS/JS landing pages and emails for product launches, including maintaining 60+ global product websites in 30+ languages through various content management systems in a fast paced environment with tight deadlines. Systems used: JIRA, Eloqua, MS CMS, Clickability, Drupal and CRM.

Ström Coffee | Owner/Operator | Richland, Washington | *September 2013 - October 2015*
Acquire, design and build out a 1964 Airstream into a mobile walk-in coffee shop, manage the business operations of a retail coffee shop including purchasing, accounting, inventory planning, cash handling, enthusiastic hospitality, customer education and marketing.

Umatilla Electric | **IT Analyst II** | Hermiston, Oregon | *February 2005 – August 2013*

PERSONAL PROJECTS

https://monopoly-calc.com   [React, Bootstrap, CSS]
https://yolkfolks.com   [VueJS, Vuex, Tachyons CSS, Firebase, Netlify]

EDUCATION

Udacity Online Web Development Training (2015-17) and Coursera Online Web Development Training (2016)
React Nanodegree Course, HTML/CSS/JS, Front-End Web-UI Frameworks, Server-Side Development with Node

TECHNICAL SKILLS

HTML5, CSS, Tachyons CSS, Bootstrap, VueJS/Nuxt 3, Vuex/Pinia, GraphQL, Neo4J/CypherQL, Firebase, Azure, ReactJS, AngularJS, NodeJS, npm/yarn, JSON, Git/Github, Surge.sh, Netlify, SASS, JavaScript, MongoDB, ExpressJS