Rob Wistrand
Full Stack Software Engineer
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Summary

Being a creative and solution-oriented software developer who is also a producer of educational curriculum and evaluator of product from a sales and business consultant perspective allows me to process information on the fly and change course immediately, thereby increasing the strength and mobility of any partner organization. I notice broken things. I enjoy fixing them. I recruit others to do the same. I adopt the perspective of the user. Using Javascript, Python, Ruby, React, Node.js, Express, , Playwright, CSS, HTML and other tools, I solve problems. Where users struggle to interact with important data that was causing purchases to be missed, I repair. Interactions and followers are gained. With a keen eye, I eradicate problems. I help businesses grow through repairing missing functionality. I prove my ability to collaborate with diverse teams and implement strategies that drive results for many clients.

Technical Skills

- **Programming Languages**: JavaScript, Python, Ruby, React, HTML, CSS, Node.js, Express, Tailwind, Bootstrap, Playwright
- **Development Tools**: Git, GitHub, CLI, Visual Studio Code, Heroku, MongoDB
- **UX & Problem-Solving**: Wireframing, Prototyping, Usability Testing, Data Modeling

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Projects

- Click link to play *[Cave (The Game)](#)*
- Created a text-based adventure game with engaging narratives and layered mini-games, blending humor and innovative design.
- Developed the idea of a nested, speakeasy game that was focused on the notion of an easter egg deploying new functionalities.
- Fostered the idea of game-replacing-ad as a way to curry favor with customers.
- Developed a Full Stack CRUD App using MEN stack called The Analog Society.
- Created Weather API using JSX and React.

Experience

Full Stack Software Development Fellow | General Assembly | *9/2024 – 3/2024*

- Immersive program with 480+ hours of training, delivering four projects across the software development lifecycle.
- Developed user-centric applications utilizing HTML, JavaScript, React, Node.js, and PostgreSQL.
- Produced a strong portfolio on GitHub reflecting the content of the education and realization of those skills through creative problem solving.

Teacher and Tutor 2020-2024 (Art of Problem Solving, Grade Potential Tutors, Rancho Cielo, Spring Hill, Tessellations)

- Developed, implemented and evaluated teaching and tutoring products focused on student learning improvements noticing test scores raising as much as 25% on local and national metrics.
- Provided feedback and updates based on latest pedagogical resources and standards while adjusting the method based on performance.
- In this classroom, producing high quality implementation of edtech products while utilizing and extending the functionality of products available.
- Adept at consulting with product teams, teachers and constituents.
- Primed to prototype, develop and evaluate edtech products, new features and emerging opportunities with AI using knowledge in programming as a strong tool to work with all parties in development.

Independent Sales Representative | Prescient | *12/2005 – 5/2020*

- Grew sales territory by 30% annually, achieving recognition as a top 3 representative for Brooks Running, the industry leader.
- Elevated customer experiences through education, marketing campaigns, and a data-driven sales approach increasing total sales 30% average year over year for ten years.
- Expanded my role to business consultant thereby moving market share place to #1 (possessing over 40% market share by time of departure).

High School English Teacher & Track Coach | Little Rock Christian Academy | *2002 – 2005*

- Developed award-winning curricula and mentored students to achieve national recognition.
- Founded an XC/Track program that produced 5 individual state champions and future NCAA All-Americans. Went from no athletes to 50 dedicated athletes in the course of 3 years.
- Built programs from scratch, with limited resources, convincing sometimes unwilling administration and boosters working many overtime hours to establish winning programs.

Education

Software Engineering Immersive | General Assembly **|** Remote **|** *March 2025*
Bachelor's Degree | Concordia University **|** BA **|** English Literature/Creative Writing **|** *2002*