

Sandrico Provo

Software Developer

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Languages, Libraries & Frameworks

JavaScript, ES6, React, HTML, CSS3, Node,
TypeScript, NextJS, Styled Components

Software & Tools

Visual Studio Code, GitHub, Git, JIRA, Trello,
GraphQL, Prisma, Vite, Parcel, PostgreSQL

Methodologies

Agile, Scrum

Professional Experience

Software Developer REDspace Inc. // April 2022 - Present // Remote

- ❑ Developed a UI form renderer that utilizes JSON by designing an intake JSON structure and component mapping system.
- ❑ Implemented 2 high usage user flows for a client web application by integrating GraphQL API data into multi-component UI structures.
- ❑ Optimized load times of a high usage component by a factor of N by loading data in chunks as needed instead of all on load.

Junior Software Developer REDspace Inc. // May 2021 - April 2022 // Remote

Internship // Software Developer Intern // April 2021 - May 2021 // Remote

- ❑ Built a 3 step data-driven user authentication flow using React, TypeScript and GraphQL.
- ❑ Decreased team debug time by 16 hours by integrating a new docker startup flow using open source tools.
- ❑ Developed an algorithm used to add and refresh list items while also preserving the previous lists' order.

Web Application Developer Bursity // CO-OP // Startup // May 2020 - August 2020 // Remote

- ❑ Implemented the majority of a CMS front-end which displays 100's of personalized scholarships to users within 15 minutes.
- ❑ Designed a light weight user interface that provided hundreds of personalized scholarships to students within 5 steps or less.
- ❑ Created a full design prototype using Figma which attracted two interested startup investors after demonstrations.

Education

Dip. IT Web Programming

NSCC // Halifax, NS

B.A. Geography & Sociology

Saint Mary's University // Halifax, NS

Side Projects

Deck Of Cards

A React and TypeScript web app which allows users to draw and track shuffled cards from a deck. The deck data is consumed from a third party API.

ESLint + Prettier Config

A NPM package which enforces code standards and patterns across JavaScript and TypeScript code bases created and maintained by me.