

Shaun Colley

Software Engineer

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Software Development Skills

- JavaScript, Node.js, React, Redux, Express, Tekton, Jenkins, Docker, Kubernetes, OpenShift Container Platform, PostgreSQL, Sequelize, HTML, CSS, Python, Apollo, GraphQL Bootstrap, MongoDB, Jira, Agile/Scrum, Git

Professional Work Experience

IBM | Cloud Software Developer | Austin, TX Nov 2019 – Present

- Work with clients to accelerate application modernization and cloud native application development on Red Hat's Kubernetes platform, OpenShift Container Platform.
- Demonstrate POC's working with clients by containerizing and deploying existing and new applications to OpenShift Container Platform.
- Use Docker/Podman, Kubernetes, and CI/CD (Tekton, Jenkins) pipelines to containerize and automate deployment of node.js and Java applications.
- Install, configure, and administer OpenShift Container Platform and IBM Cloud Paks with clients.
- Develop, implement, and review full-stack solutions based on user acceptance criteria.

ZUAR, Inc. | Intern | Austin, TX Aug 2019 – Oct 2019

- Write, edit, and publish user documentation for proprietary software using the Sphinx-doc framework and Markdown.

Pender High School | Spanish Teacher | Burgaw, NC Aug 2012 – July 2013

- Develop and implement a curriculum for a multi-faceted learning experience.

Software Development Portfolio

IBM Garage Engagement Journey Tool Mar 2020 – July 2020

- Internal IBM application that streamlines the documentation of client engagements across the IBM Garage for Cloud.
- Pair programmed to modernize existing React/node.js application, implementing new features following IBM garage methodology and TDD.
- Implement front-end React and UI components and back-end features for full-stack functionality.
- Optimize and update API calls to increase efficiency.
- Project built with React, node.js, Express, Sails.js, Mocha/Chai, Jira, Bluemix/Cloud Foundry.

Agile Stress | <http://agile-stress.herokuapp.com/> | <https://github.com/shaunwcolley/agile-stress-react> Sept 2019

- Individual front-end project to build an arcade style game with same functionality as agile software tools.
- Create and implement front-end design. Implement three independent timers, scoring system, and gameplay UI.
- Project built with Figma, React (Hooks), and TypeScript.

Garden Planner | <https://squarefootgarden.herokuapp.com/> July 2019

- Individual full-stack drag and drop garden planner web app that allows users to track harvest and planting dates.
- Design and implement front-end React components, CSS styling, drag and drop functionality, back-end server and PostgreSQL database.
- Built with React, Redux, Node.js, Express, and PostgreSQL.

Website Health Tracker May 2019

- Member of a 3-person development team building a website health tracker to track the status of the websites and web applications Poetic developed for their clients.
- Implement Apollo/GraphQL server, Apollo/GraphQL schemas, Apollo-client interactions with the Apollo server, Lighthouse API interactions, and scheduled task that ran the lighthouse reports.
- Built with React, Redux, Node.js, Apollo, GraphQL and PostgreSQL.

Noise Pollution | <https://optimistic-yonath-25c712.netlify.com/> | <https://github.com/shaunwcolley/hackathon> May 2019

- Member of a 6-person hackathon team building a noise pollution tracker and heatmap for Houston Hackathon 2019.
- Implement backend server and PostgreSQL database to store noise data.
- Built with React, Redux, Node.js, Express, and PostgreSQL.

Education

DigitalCrafts | Certificate in Software Engineering | Houston, TX June 2019

Rice University | M.A. in Philosophy | Houston, TX Dec 2018

University of Luxembourg | M.A. Modern and Contemporary European Philosophy | Luxembourg June 2015

