SHAUN HARTMAN

FRONT END ENGINEER

3322 Lamar Street Little Rock, AR 72205

501 218 6575

shaunhartman@icloud.com http://shonhartman.github.io/Portfolio

EXPERIENCE

Music Enrichment Director, Boys and Girls Club of Central AR Little Rock, AR — 2006-2016

Created and established a music program for youth ages 6-18 in a method which targeted education/career development, life and leadership skills in a setting with participants from various backgrounds.

Accomplishments

- Counseled individual participants on social involvement, individual achievement, and crisis prevention
- Helped participants cultivate original song ideas and recorded those ideas for an annual Album Release
- Planned special performances to showcase the skills acquired in the program
- Advocated at local levels for Youth Program Quality Standards and after-school funding
- Participated in grant writing and implementation
- Supervised part-time workers; recruited and directed volunteers

Carpenter, J&J Construction

Little Rock, AR — 2001-2005

Residential and commercial framing and remodeling. Constructed decks. Did finish trim work, roofing, tile setting, privacy fence construction, etc.

Accomplishments

- Learned how to build as a carpenter
- Established a valuable work ethic to carry through life

FDUCATION

The Iron Yard

Degree — 2016

It was a bold leap into an ongoing adventure learning the technological skills to pursue a career of software engineering. The 12 week program was an intense workout in skill and in character. My track was focused on user interaction and thinking like an engineer, tackling hard problems with an inspiring mentor, learning to deliver the data to the end user with the best possible experience.

SKILLS

- Highly skilled in HTML5, CSS3, Sass, Javascript, and Angular.js
- Proficient in C#, Knockout.js, Ionic, Wordpress, & the Adobe Suite
- Strong skills in design, drawing, painting, photography, & video editing
- Audio engineering expertise in Protools, Logic, & Reason

REFERENCES

Available upon request.