

Stephen Kempisty

Web Developer

Los Angeles, CA

240-645-6689

stephen.kempisty@gmail.com

skempisty.io / github.com/skempisty

I'm a Los Angeles based web developer with a solid foundation in HTML, CSS, Javascript, Node.js, Ruby on Rails, and the MEAN stack. I have a background in engineering, working at Marine Corps Systems Command in Quantico VA for three years where I was focused on technical writing and test planning/execution, and functioned as a technical advisor to my project officers. In my off-time, I started to teach myself basic web technologies which revived the enthusiasm I had found for coding in college. Once I moved out to Los Angeles, I acted on that enthusiasm and started at General Assembly to build up my skills in order to become a web developer. I bring with me an engineer's mindset, including a history of problem solving, positive client interaction, and the ability to effectively communicate technical concepts to non-technical minded audiences.

Skills

HTML, CSS, Javascript, etc...focus on your strengths here and list anything you are less confident in under what you learned when you write about GA, don't forget to include previous skills and those skills that are not languages or software i.e. Agile, APIs, testing, etc. Bucketing these skills into things like Primary Languages:, Libraries & Frameworks, etc..

Projects

Rocket League 2D:

HTML | CSS | JavaScript | CanvasJS

what is is, what languages/technologies you used to build it

Check It Out!: what is is, what languages/technologies you used to build it

Wander: what is is, what languages/technologies you used to build it

Experience

General Assembly, Web Development Immersive

12-week program that fosters an immersive environment to produce full-stack developers. General Assembly provides the necessary technologies (ie. JavaScript, jQuery, MEAN stack, Ruby on Rails, etc.) and best programming practices (ie. Agile Development, SCRUM, Trello, wireframing, Git, Github workflow, etc.) to build websites, APIs, and data-driven apps while collaborating with classmates on a range of projects. The projects include 3 individual projects and 1 group project, each of which are completed in 1-week sprints. Including the projects, lessons, and after hours, 700+ hours were spent immersed in programming in and out of classroom during the program.

Marine Corps Systems Command 2012-2016

Engineer

- j
- what you used to do

Education

General Assembly, Web Development Immersive Certificate

University of Maryland - College Park, Bachelor of Science, Mechanical Engineering