Sam Thornton

Software Engineer

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SKILLS

Languages - JavaScript, Python, HTML, CSS

Libraries and Frameworks - React, Node.is, Express, Django, Mongoose

Database - MongoDB, PostgresSQL, mySQL

Other - Google Ad Manager, Webflow, Cloudflare

SOFTWARE DEVELOPMENT PROJECTS

Flaunt.com August 2022-Present

- Redesigned site, built out CMS, trained team, monetized
- Implemented Webflow, Cloudflare, Google Ad Manager

February 2022 - May 2022

TaskApp (MERN stack)

HR app (MERN stack)

- Created and designed a full-stack web app following full RESTful routing and giving the user access to full CRUD functionality.
- Saved user input through the server-side Mongoose database using MongoDB.
- Rendered the front-end with EJS templates.
- Utilized Sessions to program a user's login and signup authentication experience.

Personal Site (HTML, CSS, JavaScript)

February 2022

- Utilized Javascript, HTML, and CSS to create and style the application.
- Employed functionality through JavaScript.
- Linked visual representation to JavaScript using DOM manipulation and creative elements styling.

PROFESSIONAL EXPERIENCE

Web Developer | Flaunt Magazine | Los Angeles, CA

August 2023 - Present

Developed CMS environment, redesigned site, trained team, managed account, monetized site

ETHGlobal Web3 Weekend Hackathon

May 2021

• Teammember on IPFS project, and awarded funding for winning submission.

Marketing and Strategy | Creem Magazine | Los Angeles, CA

June 2021 - December 2021

- Adept at assessing the needs and idiosyncrasies of clients using expert conflict resolution skills to ensure a high-quality user experience.
- Exemplified proficient knowledge of industry practices and processes with users to instill confidence and trust.
- Exercised daily attention to detail through managing hundreds of customers.

Production Manager | Harvard and Stone - Los Angeles, CA

November 2018 - March 2020

• Developed and oversaw live performances nightly for a popular Hollywood Venue.

Design Assistant | Thomas Michna - Los Angeles, CA

July 2017 - November 2018

• Provided design, drafting, and rendering services to the greater Los Angeles area.

EDUCATION

GENERAL ASSEMBLY | REMOTE

February 2022 - May 2022

Full-stack software engineering immersive student in an intensive, twelve-week, 450+ hour program focused on product development fundamentals, object-oriented programming, MVC frameworks, data modeling, and team collaboration strategies. Developed a portfolio of individual and group projects.

Los Angeles Community College | LOS ANGELES

March 2020 - June 2020

Computer Science. Comptia A+

School of the Art Institute of Chicago | CHICAGO

September 2006 - June 2010

Architecture. Design. Fine Arts.