

# STEPHEN SZPAK

FULL-STACK DEVELOPER

## CONTACT

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STEPHENSZPAK.COM

## TECHNOLOGIES

- .NET
- C#
- AngularJS
- HTML5
- CSS3 / Sass
- Javascript
- jQuery
- Bootstrap
- Git/Github
- Grunt
- Firebase
- Bower
- Materialize
- SQL
- Moq

## EXPERIENCE

### BSN SPORTS

JUNE 2014-PRESENT

#### SCREEN PRINTER

Works closely with the art department to create unique designs to produce a high quality product for the end consumer. Heavily involved in the application of putting the artwork onto different kinds of apparel.

### NASHVILLE SOFTWARE SCHOOL

JULY 2016-JULY 2017

#### APPRENTICE SOFTWARE DEVELOPER

Intensive software development bootcamp focusing on Fullstack development fundamentals and problem solving. The final three months of the program being executed in a simulated company environment with SCRUM methodology.

- Daily hands on application of OOP fundamentals through group and individual projects
- Created single page applications in JavaScript in the Angular framework as well as HTML, CSS, Bootstrap, and Materialize
- Worked with jQuery for JavaScript libraries
- Deployed applications through Firebase and Azure
- Source code/version control with Git/GitHub
- Project management/tracking with Trello and GitHub Issue Tracking
- Solution Design: whiteboarding and wireframes and ERD's
- Created servers and RESTful API's with MVC.Net and Web API
- Retrieved and stored database information in Firebase, and SQL; testing with Moq
- Utilized Grunt to automate bundling of modules, JavaScript linting, and compiling Sass
- Leveraged VMware for partitioning Mac and Windows environments to utilize Visual Studio 2015 IDE

## PROJECTS

### GAUNTLET

#### Github

<https://github.com/nss-evening-cohort-04/gauntlet-the-codefederates>

Group Project done in the Front-End at Nashville Software School

Combat text-adventure game using prototypal inheritance: composed player object, semi-random gameplay. Collaboration via GitHub and Trello. Participated in app design; wrote battleground.js, and helped where it was needed.

Technologies used: Javascript/Jquery

### BANGAZON

#### Github

[https://github.com/Shufflepuff/BANGAZON\\_TERMINAL\\_INTERFACE](https://github.com/Shufflepuff/BANGAZON_TERMINAL_INTERFACE)

Group-Project CLI shopping app using SCRUM methodology. This project isn't 'pretty' to look at, but the behind the scenes work using C# was very exciting to build. I worked on the Program.cs and helped put together the database and getting the Product interface and repository working.

Technologies used: C#, SQL

### OFF-LEASH

#### Deployed site

<https://dog-park-2991f.firebaseio.com/>

#### Github

<https://github.com/stephenszpak/capstone-dogpark>

An application that allows you to search for the nearest dog park in your area. Using CRUD to add/delete favorite parks with the ability to share those parks via Facebook and Twitter. This was my first 'big' solo project and I learned so much from building this from scratch. Using the Google Maps API got frustrating at times but was a very good learning experience and rewarding in the end.

Technologies used: Google Maps/Places API, AngularJS, HTML/CSS.