



STEPHEN SZPAK

FULL-STACK DEVELOPER

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SKILLS

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

EXPERIENCE

NASHVILLE SOFTWARE SCHOOL
APPRENTICE SOFTWARE DEVELOPER

JULY 2016-JULY 2017

Intensive software development bootcamp focusing on C#/.NET 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
- 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

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>

Front-end capstone done at Nashville Software School. This app searches your current area, or a specified area of your choosing, and shows all possible dog-parks in the area. You're able to create an account, sign-in, add/remove favorite parks, and add/remove contacts. You can also share your favorite parks via Facebook or Twitter. Technologies used were Google Maps/Places API, AngularJS, HTML/CSS.