# Stian Tharaldsen

# *Web Developer/ Programmer*

- **J** +47 99505611
- Norge, Oslo
- in

## **UTDANNING**

Førstegangtjeneste - 1 år Elektriker - 3.5 år

- **== 2016 2020**
- Denver, CO

### **FERDIGHETER**

- PYTHON
- HTML
- CSS
- SQL
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### **ARBEIDSERFARING**

#### **Revature LLC**

- i 2021 current
- Denver, CO
- Wrote code following industry standards and appropriate design patterns for 7 projects
- Tested 100% of code and applications using testing techniques such as unit testing and integration testing
- Continuously improved and propose new concepts for existing software architecture and 3 new product features
- Collaborated with 8 team members to develop, maintain, and improve 20+ web-based applications

## Freelance Web Developer

## **UpWork**

- **== 2020 2021**
- Remote
- Assisted in preparing documentation of web page designs for 20+ clients, decreasing time-to-finish by 29%
- Performed 60+ studies, analyses, and advisory services, and used research to develop recommendations and proposals
- Followed standard industry web development methodologies by adhering to proven design specifications and design techniques
- Partnered with product owners and business stakeholders to optimize 30+ application development efforts

# Junior Web Developer

#### RezStream

- **==** 2020 2021
- Denver, CO
- Designed, coded and modified 20+ enterprise web applications from layout to function, according to the client's specifications
- Created 30+ visually appealing sites that featured user-friendly design and clear navigation
- Coded, tested, and debugged 37 existing programs and 20+ programs in development
- Researched and analyzed 60+ program and systems problems and developed new program documentation to fix them

### **PROJECTS**

## Tower Defense Mobile Game

#### Creator

- **== 2018 2020** 
  - Utilized HTML and Javascript to design and develop 2D tower defense mobile game for iOS and Android as a senior project
  - Designed a Western-themed pixel-art game based on resource collection and row battles with advancing enemies
  - Developed a game grid with snappable elements, time-specific boss battles, and 3 player modes with varying difficulty