Thomas Laird

https://t-laird.com

719.291.1014

github.com/t-laird

/in/thomasrlaird/

Summary

Software developer with experience in both the front-end and back-end parts of the application stack. Always looking to broaden my skill-set in addition to making use of existing knowledge to solve tough problems. Team happiness and efficacy are important to me and help guide my everyday contributions.

Skills / Technologies

Hibernate Java React JavaScript **Spring Boot AngularJS** Dropwizard **PostgreSQL** Node.js Elasticsearch MySQL Express.js Knex.js **AWS** Redis SASS/SCSS Groovy

Education

Turing School of Software and Design: Front End Engineering turing.io

Intensive 1500 hour, 7 month software development certificate program focused on the front end stack.

Experience

Java Engineer

SquareTrade

Nov 2018 -Present

- Maintain and extend internal microservices which served various critical business functions
- Adhere to strict testing practices and work closely with QA to ensure the continued reliability and integrity of services.

Software Engineer

Campspot

Apr 2018 -Nov 2019

- · Work within a small agile development team.
- Develop full-stack features from technical design to deployment. Backend primarily written in Node.js and Java. Frontend in AngularJS with TypeScript and CSS/LESS. Other tools and technologies include Hibernate, ElasticSearch, Redis, Socket.io.
- · Write complete test coverage for all completed features including unit and integration tests using Karma, JUnit and Protractor.
- Deploy code to EC2 via CodeDeploy, interact with dev and prod server instances via SSH.
- Created a reservation import tool that assists parks in importing legacy data to Campspot system resulting in less friction

Code

Snap Ninja

t-laird.com/snap-ninja

Snap Ninja's frontend was built with React, Router and Redux with data visualization using VictoryJS. The backend was built with Node.js and PostgreSQL. Includes secure backend auth through AuthRocket as well as a Slack integration.

Centipede

t-laird.com/Centipede

Centipede was built using HTML canvas and ES6 classes as a recreation of the 1980 Atari game.

Lariat Lodge Brewing lariatlodgebrewing.com WP project, HTML, PHP, SCSS, JS.