

Thomas Gilbert

full-stack developer

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Location: Atlanta, GA (okay with relocating)

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PROFILE

I enjoy programming in the same way I enjoy the Sunday crossword puzzle: there is always a task at hand, and checking that last box feels oh so good. The perpetual feature to add, bug to fix, problem to solve are all what keeps this profession fresh for me.

SKILLS

If I were assigned a full-stack app with a short deadline I would use React, Node/Express, PostgreSQL, and Sequelize as my tech stack. That said, I am fascinated by other technologies, and am always making time to learn more. In 2021, I plan on learning and working with Typescript, GraphQL, as well as more Python.

Languages and Frameworks: JavaScript, Python, Node, Express, React, HTML, CSS, Material UI, Bootstrap

Management & Deployment: Git, Github, Heroku, Netlify

Data Management: SQL, PostgreSQL, Sequelize, MongoDB, Mongoose

Methodologies: Figma wire-framing, Passport Authentication, DBDesigner ERD's

Testing: Jest, Mocha

EDUCATION & RELEVANT EXPERIENCE

Belmont University: B.S Audio Engineering Technology; Music Minor, 2019

Independent Study: 400+ hours - introductory courses in computer science fundamentals, C++, Python, HTML/CSS, JavaScript

General Assembly: 12 week, 500+ hour immersive program focused on full-stack development

Projects - (see personal site for deployed links)

- **Kaleidoscope Budgeting App:** MERN Stack

- Budget app that takes full advantage of React components and state for maximal budget flexibility
- Express, back-end API using mongoose models and schema
- Numbeo API for location-based comparisons, and Recharts react library for data visualization
- Built in remote team environment collaborating through Github, Zoom, and Slack

- **Think-Ewe - Social Network for Readers:** PERN stack

- Google Books API for book searching/cataloging
- Material UI styling, Passport Authentication
- PostgreSQL data storage with One-To-Many and Many-To-Many relationships

- **Rocket Sauce:** Vanilla JS and HTML5 Canvas web game

- Exercise in Collision Detection, Object-Oriented-Programming, Canvas Rendering, Particle Animation
- Design focused project: heavy use of Adobe Photoshop

WORK HISTORY

FRONT-DRIVE ATTENDANT - RESIDENCES AT THE LITTLE NELL

ASPEN, COLORADO - MAY 2019 - MAY 2020

The Little Nell is Aspen's only Forbes Five-Star and AAA Five-Diamond hotel, and working here was a masterclass in social dynamics. No matter the guest, it was always our responsibility to engage and lead every interaction. Whether it was remembering a pet's name, or not being allowed to say "no" without offering an alternative, this job always kept you on your toes.

INTERNATIONAL INTERN - LEADABROAD

CAPE TOWN, SA - MAY - AUGUST 2018

As one member of a six-person team, it was our job to facilitate multiple study-abroad programs for over 200 students throughout the summer. Though I had many roles, my main responsibility was in creating an environment for personal growth. Traveling is an incredible opportunity to try new things and see life from a new perspective: I was there to foster and encourage that.

STUDIO INTERN - SPUTNIK SOUND

NASHVILLE, TN. - MAY - AUGUST 2016

Mitch Dane and Vance Powell of Sputnik Sound have a diverse discography and a combined 5 Grammy wins. In the audio world, working as a studio intern is often indicative of a master/apprenticeship dynamic. So, while the work is menial, the exposure is well worth it. Cleaning a few toilets is a small price to pay when you get to learn how Jack White gets his guitar tones.