# **DOUG JONES**

## FULL STACK DEVELOPER - TORONTO

# **PERSONAL DETAILS**

Software developer; creating elegant, user friendly experiences with industry standard frameworks and technology.

I am eager to work for and grow with a company that has a strong culture of mentoring.

## **CONTACT INFORMATION**

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#### **ACADEMIC HISTORY**

# **General Assembly, Toronto**

SEI Immersive Feb - Apr 2021

- -Completed 3 month, 480 hr bootcamp
- Create and deploy full scale projects using Git and Heroku. Demonstrate CRUD features
- Use version control and AGILE methodology to develop rapidly and collaboratively

#### **Ryerson University, Toronto**

BSc in Computer Science, 2008-2010

 Completed 12 course credits, includes Computer Science I, II
 Discrete Mathematics I, II
 Calculus and Computational Methods Physics Intro C and Unix

# **AREAS OF EXPERTISE**

- React
- Node.js / Express
- Python / Django
- noSQL + SQL (MongoDB, Postgresql)
- Google Cloud / Amazon AWS
- JavaScript
- HTML5 & CSS
- Material Design
- Git / Github

# **PROJECTS**

#### NotHotDog - Small Business Loyalty Rewards Program

https://hotnotdog.herokuapp.com - github.com/imaustinim/notHotDog
Use MERN stack and Material Design principles to develop modular loyalty card program
Implement noSQL cluster (MongoDB) and Heroku deployment
Use 3rd party libraries for QR Code scanning / rendering. JWT User Authentication
Advanced API / Webhooks features for QR redeption and React Hooks
Material UI front end library for advanced

#### **Spotter - Crowdsource Free Parking App**

https://spotter-demo.herokuapp.com/ - github.com/th3dougler/freepark
Conceptualize, plan, and build in 7 days in tandem with UX/UI students.
Implemented Python with Django framework and AWS SQL database
Use 3rd party map libs/API's and client side AJAX / Webhooks to provide smooth UI

#### **BreadBox - Advanced Bread Recipe Development Tool**

https://breadbox.dougjones.ca - github.com/th3dougler/breadBox

Built full stack app in 7 days, implement noSQL database (MongoDB cluster)

Implement 3rd party libraries (Tabulator, Materialize CSS, Passport 0Auth)

Advanced data table functionality for designing complex (professional) bread recipes

#### Snake Byte - Classic Snake Game in a Retro Themed Interface

th3dougler.github.io/snakeByte - github.com/th3dougler/snakeByte

Developed in 7 days as a demonstration of clever DOM manipulation

Built in Vanilla JS, HTML5, and CSS3. Using CSS sprites, and ES6 JS to create a smooth gameplay experience

# **WORK EXPERIENCE**

### **Bread Department Manager**

Forno Cultura - Toronto, Apr 2019 - Jan 2020

Hired, trained, and managed team of 10-12 people working across 3 properties. Implemented bakery management software that saved over 2 hrs from daily production and Activity Based Costing to determine maximum profitability of all products based on KPI's.

#### **Head Baker**

Drake Commissary - Toronto, Aug 2016 - Jul 2018

Hired, trained and managed team of up to 15 people

Implemented Activity Based Costing to structure product development and ensure maximum profitability based on volume and cost.

Developed core systems of inventory management, cleaning, and training that are still in use