Dominic Cobb

Software Engineer

I thrive on a goal-focused team hungry to deliver quality products

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📍 Los Angeles

🌐 dominiccobb.dev

in linkedin.com/in/dominiccobb

🐙 github.com/whoisdominic

SKILLS

Javascript · Python · Golang · Node · Mongodb · React · React-Native · Web Development · GraphQL

Typescript · CSS · Sass · Django · HTML5 · Postgresql · Agile/Scrum · Linux · Nextjs · Spotify-Api

WORK EXPERIENCE

Software Developer - Intern
My Pro Gamer

06/2020 – Present   *Seattle, WA*

Software Engineering Fellow
General Assembly

03/2020 – 07/2020   *Remote*
You can find my resulting Portfolio at www.dominiccobb.engineer

Achievements/Tasks

- Three-month, 500+ hour full-time Immersive covering the latest front- and back-end programming languages, tools, and methodologies HTML, CSS, SASS, Javascript, jQuery, PostgreSQL, MongoDB, Python, NodeJS, ReactJS, Django, Git, Github, and Agile/Scrum.

EDUCATION

Software Engineering Immersive
General Assembly

03/2020 – 07/2020

Award

- Certificate

Mechanical Engineering
Lake Washington Technical College

09/2009 – 07/2011

PERSONAL PROJECTS

Goat Ranker (06/2020 – 07/2020)
- Final Project from General Assembly. Full stack application goatranker.com for web and mobile. This app has full integration with Spotify allowing users to listen to music as well as vote for who they think is the greatest of all time in different genre categories.

Turnout (06/2020 – 07/2020)
- Built full stack web application that lets user's organize and attend events in their local areas
- Tech used: Mongo, Express, React, Node, google-maps API

CERTIFICATIONS

General Assembly Software Engineering Immersive (07/2020)