

Dominic Cobb

Software Engineer

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

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🐙 github.com/whoisdominic

WORK EXPERIENCE

Intern

Cream Capital

07/2020 - 08/2020

Achievements/Tasks

- Helped plan and test a production Android app
- Learned Kotlin, Android Basics, along with exposure to advanced android modules
- Assisted with outsourcing and managing android developers

Software Engineering Fellow

General Assembly

03/2020 - 07/2020

Top-Rated Software Engineering Bootcamp in the world on Switchup.org.
You can find my resulting Portfolio at www.dominiccobb.dev

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, Bootstrap, VUE, Express, Materialize
- Collaborated in various teams building full stack applications
- Received one on one instruction and mentorship focusing on code quality along with industry best practices
- Practiced version control with Git and GitHub while executing software engineering projects in an Agile development workflow

Reference: Arthur Bernier Jr. - 678-531-6729

Operations Assistant

Crowd Sync Technology

04/2019 - 01/2020

Event Accessories company focused on live entertainment venues

Achievements/Tasks

- Assisted with daily operations including managing client relationships, filling orders, refurbishing electronics, shipping order management, and onsite customer interactions
- Worked closely with upper-level management including the CEO to ensure daily/weekly/monthly tasks were on schedule.
- Gained valuable management and technical experience using a variety of tools such as sales force and other CRM/Inventory systems.

TECHNICAL SKILLS

Javascript

React

Node

React-Native

Python

Android

Mongodb

Redux

GraphQL

Typescript

Sass

AWS

Django

Postgresql

Babel

REST API

Express

Google Cloud

Agile/Scrum

Kotlin

Nextjs

Linux

HTML

Git

CSS

Web Development

Material UI

PERSONAL PROJECTS

GoatRanker.com

- Final Project for General Assembly Immersive. Full stack application goatranker.com for web.
- Material UI with Mobile first design, Try on your phone!
- 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

- Built full stack web application that lets user's organize and attend events in their local areas
- Group project - I was responsible for creating the entire express backend and login/auth system on the front end
- Tech used: Mongo, Express, React, Node

EDUCATION

Software Engineering Immersive

General Assembly

03/2020 - 07/2020

Courses

- Certificate

Mechanical Engineering

Lake Washington Technical College

09/2009 - 07/2011