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Education

BS in Web Design and Development / **BYU-Idaho** / April 2023

Rexburg, ID

- GPA: 3.54

Professional Experience

GIS Web Developer / **BYU-Idaho** | January 2020 – Present

Rexburg, ID

- Develop campus mapping applications utilizing Esri JavaScript API on the Angular framework
- Publish ArcGIS Server REST services for external and internal consumption
- Design feature classes and editing data using ArcGIS Pro
- Automates publishing and updating Hosted Vector Tile services through Python script utilizing ArcPy library, saving one hour of manual work per day
- Maintain geospatial server updating and reinstalling all necessary components and licenses
- Track application progress using Microsoft Azure
- Collaborate with design team to find optimal solutions for application's UI

Software Developer Internship / **LLNL** | January 2021 – August 2021

Livermore, CA

- Enhanced user experience by completing frontend tasks implementing Angular framework
- Developed additional functionality for the Rest API using Python with FastAPI framework
- Improved personal domain knowledge by reviewing code of other colleagues
- Followed Agile guidelines to implement Scrum methodologies in a development process
- Supported app's infrastructure by improving build, test, and deploy processes
- Tracked work completed using Jira, Confluence, Bitbucket, and GitLab

Skills

- TypeScript
- JavaScript
- FastAPI
- RESTful Services
- Git
- Python
- Express
- CSS
- ArcGIS API
- GitLab
- Angular
- MongoDB
- SASS
- ArcGIS Pro
- Agile Development
- Node
- MySQL
- HTML

Projects

Video Game Statistics Web App | **Angular, Node.js, Express.js, Steam API**

- Created Proxy server to communicate with Steam API utilizing Node.js and Express.js
- Built frontend to display data received from database using Angular
- Designed a few different views to display different types of data from game
- Deployed app to Heroku through GitHub

Demo: mysteamstats.com