

JEFFREY VANHORN

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LinkedIn: www.linkedin.com/in/jvh96/ | **Github:** <https://github.com/jmichael96/>

Website: <https://codevh.com/>

TECHNICAL SKILLS

HTML5, CSS3, SCSS, JavaScript, TypeScript, jQuery, React.js, React-Native, Redux, XML, Express-Handlebars, Express.js, Node.js, Python, Next.js, Jest, Enzyme, C#, PHP, MySQL, Snowflake, MongoDB, Elastic, Firebase, GCP, JSON, REST API, Github, Git, Trello, Agile Development, Linux, Bootstrap, Material Design, Material-UI, GraphQL, Apollo, Plotly.js, Adobe Photoshop, Adobe Illustrator, JourneyApps

EXPERIENCE

EdgeOFS – Software Engineer – Houston, TX

Apr. 2021 – Present

- Developed big data workflows using Python to access, process and maintain live information
- Built various mobile apps using TypeScript to increase on-site field-work productivity
- Designed a comprehensive API with Python to schedule, maintain and create data processing to Snowflake
- Utilized agile methodologies to support ongoing improvement of workflows

Jays Iron Works – Contract Full-Stack Developer – Houston, TX

Aug. 2019 – Present

- Constructed new website to increase business and overall growth by 30%
- Optimized website for SEO and advertisements resulting in an increase of clientele by 40%
- Collaborated with team manager to implement new feature developments
- <https://jays-ironworks.com/>

Meza Web Design – Full-Stack Developer – Houston, TX

Sep. 2019 – July 2020

- Constructed full-stack web applications which processed, analyzed and rendered data visually
- Maximized applications' efficiency, data quality, scope, operability, and flexibility
- Tested websites and performed user testing and troubleshooting prior to live deployment
- Aided customer support when troubleshooting technical issues of clients

Komak Solutions – Contract Front-End Developer – Houston, TX

Apr. 2019 – Aug. 2019

- Developed new UI interface to expand customer traffic and grow business relations
- Created and developed tests for component optimization
- Maintained graphic standards and branding throughout product's interfaces
- React, Redux, TypeScript, Next.js, Material-UI, Jest

PROJECTS

Snake: github.com/Jmichael96/SlitherySnake/ | slithery-snake96.herokuapp.com/

Use arrow keys to control the snake and eat fruit to get a high score and compete against other players.

- Used JavaScript to handle game logic and controls
- Handled user data with Node.js, giving the user the option to save their scores to a MongoDB cloud.
- JavaScript, HTML5, CSS3, Bootstrap Express, Express-Handlebars, Node.js MongoDB

Graphs: github.com/Jmichael96/Graphs/tree/master/ | jmichael96.github.io/Graphs/

Managed GraphQL queries to pull data and represent it into a real-time data chart.

- Stores new data from GraphQL and stores in the application's state.
- Apollo is used to handle queried data and is visually represented in a Plotly.js line graph.
- React.js, Redux-Saga, GraphQL, Apollo, Plotly.js, Material-UI

EDUCATION

University of Texas, 2019

24-week program focused on gaining technical programming skills in HTML5, CSS3, JavaScript, jQuery, Bootstrap, Firebase, MongoDB, MySQL, Node.js, Express.js, Handlebars.js and React.js