SAMPSON CROWLEY

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Full-Stack Developer and Systems Administrator with background in server construction, networking, graphic editing, printer installation, workstation construction, and general IT troubleshooting.

Fluent in both Windows and Unix based server systems.

EXPERIENCE

INTERNATIONAL SPORTS SPECIALISTS, INC. — Full-Stack Developer

Create and maintain a multi-featured React/Ruby hybrid web application to migrate employees from MSaccess to a web based work environment. This application has a complex feature set that includes mass print management, lead creation, ecommerce, customer account tracking, travel preparations and other multi-resource web forms.

2017 - CURRENT Logan, UT

VIKING CODE SCHOOL — Software Engineering Apprentice

Built well-tested production web applications as part of a rapid iteration team using Agile methodologies and modern technologies stacks such as Ruby on Rails, SQL, Javascript and AngularJS. Applications included a full-featured social network and a single-page app task-management system

2016 - 2017 Remote

INTERNATIONAL SPORTS SPECIALISTS, INC. — Network Administrator

Managed ISSI's network. This included building and managing web servers, phone servers, spam filters, email servers, domain controllers, firewalls, MySQL databases, and workstations. Also tasked with answering customer service and sales calls.

2012 - 2016 Logan, UT

ZENGER ANALYTICS, INC. — Quality Assurance

Assisted with locating software bugs in web application.

2009 - 2010 Boston, MA

PROJECTS

SecureWebToken – Generate, encrypt, and decrypt signed JSON web tokens using secure defaults

- Ruby
- Web Authentication
- Gem Creation
- TDD ActiveSupport::TestCase

AssociateJSONB - Ruby on Rails PostgreSQL JSONB Extensions

- Ruby on Rails
 - ActiveRecord Plugin
 - JSONB Associations
 - Thread-Safe PostgreSQL JSONB
 - TDD Rspec

Gameboard - A coordinate grid based board game gem

- Strict MVC Framework
- Ruby
- TDD Rspec
- TomDocs
- Contribution Standards

<u>Game Center</u> - A collection of JavaScript games

- 100% Vanilla JS No Frameworks
- Mobile and Keyboard Controls
- Performance Optimised Canvas Rendering
- Advanced Collision Detection
- IS Module Pattern

Fideligard - A Stock Portfolio Simulator

- AngularJS
- Ruby on Rails
- MongoDB
- Open Data Aggregation
- Multi-View States
- Bootstrap

Volunteering - A US volunteering statistic breakdown

- CanvasJS
- Open Data Aggregation
- API Caching
- DelayedJob
- Socrata/soda-ruby

SKILLS

- Ruby/Rails
- Elixir/Phoenix
- JavaScript/TypeScript/NodeJS
 - React, Angular, Vue, jQuery
 - Webpack/Babel Configuration
- CSS Preprocessors
 - o SCSS, LESS, CSS Modules
- OOP Design Patterns
- Test Driven Development
- Behavior Driven Development
- Agile Workflows
- Docker/Containerized Apps
- Systemd Services

- Server Installation & Management
- Networked applications
- Unix/Linux
- SQL & NoSQL Databases