

Alexander D. Bannon

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Full-Stack Software Engineer

I am a team-oriented, self-motivated programmer. I prefer a direct approach to challenges and I thrive in fast-paced, hands-on, and collaborative environments. I constantly challenge myself with new issues, languages, libraries, and frameworks and I seek out settings that promote growth.

Technical Skills

Strongest: ES6 JavaScript, jQuery, Angular, HTML 5, CSS/SCSS, Ruby, Rails, Node, Express, Handlebars, Gulp, AWS (S3, EC2, DynamoDB), Postgres, MongoDB, Active Record, Sequelize, Redis, Memcached, iOS, Swift 3, Xcode, Ionic
Testing/Tools/Services: Mocha, RSpec, Protractor, Jenkins, Testflight, Jira, Asana, Trello, Bitbucket, Github

Experience

Blackbook International LLC – Consultant/Lead Software Engineer October 2017 – Present

- Instituted an agile workflow and sprint process that included: 2 week sprints, migrating from Google Docs to Trello, and setting up code reviews and minimum requirements for pull requests.
- Implemented unit and e2e testing across three apps and improved testing coverage.
- Led the migration of the app from a reservation-based system to on-demand ordering utilizing Ionic/Cordova, Node, Angular 2, JavaScript, and MongoDB.

Mobile Posse - Contractor June 2017 – October 2017

Senior Full Stack Developer December 2016 – June 2017

Full Stack Developer October 2015 – December 2016

- Created and maintained various user-facing applications built in Node, Express, Postgres, and Angular as well as sites built with Node, Express, Handlebars, and DynamoDB.
- Formalized the onboarding process for new hires. Established and maintained the coding process including branch management, best practices, unit testing, and code review.
- Updated gulp build processes and node versions and implemented new tools for analytics tracking.
- Oversaw the migration of ad providers from AdSense to header bidding and DFP.
- Created a location module that dynamically updates content based on users' best-known location.

General Assembly – Web Development Immersive June 2015 – September 2015

During my time at GA, I collaborated with UX on a rails app, focused extensively on front & back end development, learned numerous frameworks including Backbone, Angular, and Bootstrap, acted as project lead during a weeklong project, and ultimately created multiple applications including:

- Empty Desks: Mongo, Express, Angular, and Node and deployed on AWS EC2. A single page app where users collaborate on tasks with calendar integration.
- WanderList: Node.js and Express back end, JS, jQuery, AJAX, Bootstrap, and Mapbox API front end with a structure influenced by backbone. Users visualize their travels on a virtual pin-board. Deployed on Heroku.
- Flake: A social media concept done in Ruby on Rails. Utilizes five models and handrolled user authentication.
- Trip-Me: Completed in conjunction with UX, this app focused on design and user research before implementation. Utilizing the Instagram and Mapbox API on top of Rails, users plan their next vacation based on photos taken in that area. Deployed on Heroku.

Consultant for CGPS, PSN, Center for Global Development, and NARAL August 2013 – June 2015

Built simple HTML, CSS, and JavaScript sites and expanded research databases using Access, Excel, and MySQL.

Ongoing Projects

BrowserSTREAMS

A Node, Express, Postgres, and Angular app where users are able to browse across multiple online streaming services – Netflix, Hulu, HBO, and Amazon. Data is gathered from the Guidebox API and supplemented with data from IMDb and occasional Cheerio scraping. Currently building an iOS app in Swift 3 and Xcode to consume the web API.

Education

Boston University

B.A. Philosophy, B.S. Film and Television
Boston, MA – 2010

General Assembly

Web Development Immersive
Washington, DC – 2015