Rian W. Carter

Junior Web Developer

(360) 910.7207

R.Carter86@hotmail.com github.com/Rian-Carter linkedin.com/in/rian-w-carter

EXPERIENCE

Waste Connections

Residential Route Driver: 2019-2022

- Drove commercial vehicles through both residential and rural areas of the county
- Upheld safety guidelines and regulations

Touchmark Living Centers

Dining Services Director: 2014-2018

- Managed staff of 75+
- Conducted interviews, staff and resident meetings
- Managed budget, inventory, recipes, and menus
- Traveled for corporate work seminars

Front of House Supervisor: 2012-2014

- Managed staff of 40+
- Held employees to the Touchmark standard of excellence

Line Cook: 2006-2012

- Followed daily recipes ensuring all meals were delivered hot, fresh, and in a timely manner
- Assisted with all special events and catering
- Upheld standards for cleanliness and organization

Server/Dishwasher/Receptionist: 2005-2006

- Full service restaurant style dining
- Transferred calls, called emergency services, checked guests in/out

EDUCATION

Epicodus - 2022

Certificate in Web & Mobile Development

- Completed 41 week part-time program
- Built projects utilizing Ruby, Javascript, React, HTML, CSS
- Pair programming and group projects

Eastern Washington University 2004 - 2005

Evergreen High School 2000 - 2004

ABOUT ME

Highly motivated junior developer transitioning from a customer service based background. Looking forward to putting my people skills into action solving technical problems and collaborating with fellow developers.

PROJECTS

Shrek RPG - Javascript, jQuery, HTML

 Project allows a user to create a character, buy/equip/use items, battle enemies, level up.

<u>Currency Exchange</u> – Javascript, jQuery, CSS, HTML, API

 Application utilizes an API allowing a user to convert USD to multiple currencies.

Hangman - Ruby

 Application allows the user to play hangman in the terminal.

SKILLS

- Javascript
- jQuery
- React.js
- HTML / CSS
- Webpack
- TDD
- mySQL
- Sinatra
- API Calls
- Pair Programming
- Git Version Control