

Sean Swanson

Front End JavaScript Developer | User Interfaces (UI) Designer

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I am an optimistic front-end web developer obsessed with functional and beautifully designed tech. My passions lie in building and designing wicked-fast web applications that connect us to our humanity and drive positive change at any level. I am a curious philomath and artist and get giddy when I consider how design and hardware can be utilized together to empower people and their communities in a way that wasn't possible a century ago. The education I sought in philosophy, history in leadership, and time spent practicing the arts places me at an intersection that informs how I approach my role as a designer and engineer successfully on a team in the modern digital ecosystem.

Skills

JavaScript
HTML
CSS | LESS | SCSS
React.js
Node.js
Express.js
PostgreSQL | MySQL | MongoDB
Telecom and Enterprise PM Products
Git | SVN
Responsive Web Design | Design Frameworks
Design Fundamentals
Adobe Photoshop and Illustrator
Sketch | InVision

Education

General Assembly

Full-Stack Web Development 2018
480+ hour immersive coding bootcamp program dedicated to creating full stack web applications. Collaborated with UX/UI Designers for projects and a hackathon. Agile, project-based development primarily using the MERN Stack (MongoDB, Express JS, React JS, Node JS) both individually and with a team.

University of Washington

B.A. Philosophy 2015
Concentration in ethics, metaphysics, and philosophy of art (aesthetics).

Bellevue College

A.A. 2013

Employment

Traditions Of The Ancestors

Junior Web Developer

Aug. 2018 to Current · Seattle, WA

A platform for exploring and connecting with the world's cultures - currently in alpha. The tech stack includes: JavaScript | Node.js/Express | jQuery | Underscore | MySQL.

Ian Gilman

Apprentice Web Developer

May 2018 to Current · Seattle, WA

Apprenticeship under a senior web developer. My day-to-day tasks involved typing out and collaborating on dictated code which reinforced the learning of coding best practices and other related programming skills. It has shown to be an amazing opportunity to learn how to work effectively as a remote developer on a team and all that goes into building a project from scratch to production ready apps and experiences.

Highlights of Experience

As a pair programmer, I was working mostly with front end frameworks and languages. I was involved in some back end programming using. We use many technologies including but not limited to: JavaScript | ES6 | React.js | Node.js | Express.js | Three.js | Pixi.js | Hammer.js | WebGL | aFrame.js | WebVR | Lodash | Underscore | templating | HTML | CSS

We use various telecom, version control and project management technologies such as: Git | SVN | GitHub | BitBucket | Asana | Jira | Slack.

Projects

Spatium Laboratorium

Experiments in space and time. My interactive laboratory exploring 3D JavaScript and WebGL concepts abstracted by Three.js. I designed Spatium Laboratorium with: JavaScript | Three.js | Animation | HTML | CSS.

Chairman Of The Board

A humorous + retro corporate ladder simulator game, à la Oregon Trail. Inspiration came from a game my father programmed in GW Basic back in the 80's with the aim of creating a fun, tongue-in-cheek, learning experience for young adults.

I designed and built Chairman of the Board with: HTML5 | CSS3 | JavaScript | jQuery.

Mndf.II

A full-stack daily journal and goal tracking app for cultivating an enriched life featuring user auth, external API, and database utilization. I took this project as an opportunity to build out and design the functionality of a component I will be integrating into a larger pet project. I designed and built mndf.ll with: PostgreSQL | Express | EJS Templating Engine | Node.js | CSS3 with Materialize.

Hue

A MERN-stack color detection utility for designers featuring cloud uploading and asynchronous operations created by myself, Jade Rosse, Desiree Rainey. The idea behind Hue came from my frequent use and reverence (seriously, color schemes are underappreciated) of similar utilities found online like Adobe Color or Palleton.

We designed and built Hue using these technologies: MongoDB with Mongoose | Express | React.js with React Router | React Dom | Node.js | CSS3.

PokèDex

A PEN-stack Pokémon encyclopedia as a study of RESTful API architecture and artistic design. Some technologies used for this project were: PostgreSQL | Express | Node.js | EJS | CSS3.