

SHAWN TRUESDALE

Software Engineer

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SUMMARY

Insatiably curious US Navy veteran passionate about software development, equipped with over 10 years experience in computer systems and a degree focused on Information Systems.

SKILLS

JavaScript
React
HTML
CSS

//

TypeScript
SCSS/SASS
RESTful APIs
Material-UI

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Git
Jest/Mocha/Chai/Cypress
Computer Networking
Progressive Web Apps

PROJECTS

Vivid // GitHub

Mobile focused dream journal with built in tone analysis

- Progressive Web Application created by full stack team collaboration utilizing Agile methodologies
- Utilizes custom made API endpoints, with emotion tones processed by IBM Tone Analyzer API
- JavaScript, React, React Router, Material-UI, Cypress, Jest, CircleCI, Heroku

The Dusty Tome // GitHub // Deployed

A customizable spell book and spell search for role playing games

- Queries D&D API and uses local storage to retrieve, save, and display individual user data
- Interactive solo project created in five day sprint, complete with full unit and integration testing
- JavaScript, React, React Router, SCSS, Jest, Travis CI, Heroku

Game Sleuth // GitHub // Deployed

Discover board games based on user criteria

- Utilizes React Hooks and TypeScript to search and display relevant games with in-depth information
- Makes use of Board Game Atlas API with custom queries
- TypeScript, React, React Router, CSS, SCSS, Jest, Heroku

EXPERIENCE

Turing School of Software and Design // *Front End Engineering Student*

Aug 2020 - Mar 2021

Collaborated with diverse teams of both frontend and backend engineers to create applications during one to two week sprints, with a focus on quality code architecture, professionalism, testing, version control, empathy, and accessibility.

Teledyne Seabotix, Inc. // *Field Service Engineer*

Nov 2018 - May 2020

Provided on-site engineering solutions, technical insight, and troubleshooting on SeaBotix line of remotely operated underwater vehicles (ROVs) globally, while cultivating long term customer relationships.

United States Navy // *Fire Controlman, 2nd Class (SW)*

Mar 2008 - Mar 2014

Lead engineer responsible for operating, maintaining, and repairing Unix-based computer systems used for ballistic missile defense (AEGIS Combat System). Oversaw and coordinated technical training, maintenance, and scheduling for junior crew.

EDUCATION

San Diego State University // *BS Management Information Systems*