

Alex Holms (She/Her) - Full Stack Engineer

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Skills

- ❖ Languages: JavaScript, HTML, CSS, Go, PHP, Postgres, MySQL, Python
- ❖ Frameworks: VueJS, Wordpress, Gin, Symfony, Node.js, App Engine
- ❖ Tools: VSCode, Docker, WSL2, IntelliJ, SaltStack, Avocode, Gimp, Inkscape
- ❖ Operating Systems: Ubuntu, Windows, MacOS
- ❖ Related Skills: DevOps, GitLab, Apache, Nginx, Git, Linux CLI, Architecture, RESTful APIs

Experience

- ❖ **Co-Founder/Lead Engineer | RedShift Development LLC | September 2020 - Present**
 - Led efforts to build out our custom hosting business with containerization and automation using Nomad and Docker
 - Assisted in requirements gathering, project scoping, architecture, and estimates while communicating directly with clients
 - Worked on both web and desktop application projects using a variety of PHP, Go, Electron, and Vue
 - Created Wordpress updating pipelines for our Wordpress clients
- ❖ **Full Stack Engineer | Freelance | August 2019 - September 2020**
 - Worked with various clients on smaller projects including custom JavaScript applications and Wordpress maintenance
 - Tech support for local small businesses in collaboration with Q-Point, LLC
- ❖ **Full Stack Engineer | Zing Studios | October 2016 - April 2019**
 - Worked with a variety of clients on various PHP projects. Site redesign implementations, custom web applications, admin panels, and legacy support
 - Brought in new tools including: Vagrant, SaltStack, Docker, and Gitlab
 - Server configuration and code deployments
 - Helped normalize code reviews as part of our workflow
- ❖ **Full Stack Engineer | Q-Point, LLC | February 2016 - July 2016**
 - Built a golang server that serves a dashboard based on Point of Sale data and runs on RPi
- ❖ **Web Developer | Bonk Media | April 2014 – July 2014**
 - Worked on a Codelgniter site for Insomnia Cookies
 - Built new inventory system for backend using AJAX
 - Worked with PHP, Codelgniter, and MySQL, with some JavaScript widgets and fixes.
- ❖ **Web Developer | Rapidfyre, Inc. | August 2011 – October 2011**
 - Worked on frontends for clients, using Typo3 on the backend
 - Did PSD to HTML/CSS conversions, created JavaScript widgets, and various bug fixes
 - Worked on some Linux administration and wrote content articles

Education

❖ **Education**

- Self-taught with some college courses in programming and web development
- Various online courses to help round out my knowledge, especially Udacity Full Stack Engineering

Interests

- ❖ Tinkering with new tech, Game Development, Gaming, social issues, travel

Personal Projects

❖ **Udacity Blog Project | Members: Alex Holms | June 2016 – August 2016**

- A simple blog project written in Python for App Engine
- <https://github.com/superlinkx/udacity-blog>

❖ **Project Helium | Members: Alex Holms | July 2011 – July 2012**

- First attempt at a game. 2D vertically scrolling arcade shooter in HTML5
- <https://superlinkx.dev/project-helium>
- <https://github.com/superlinkx/project-helium>