# Damien Switzer

Software Engineer

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## PROFILE

I'm pursuing a career in web development because I believe that the internet is a powerful tool for communication, education, and social change, and I want to contribute to its growth and development. I am an analytical problem-solver at heart, and, with a background in mobile application development, I have over 8 years of experience overcoming complex technical challenges.

## SKILLS

HTML, CSS, JavaScript, TypeScript, C#, Node, React, Express, MySQL, Agile Development, Document Object Model (DOM) APIs, Web APIs, User Authentication, OAuth, Heroku, GitHub, Jest, Mobile Application Development, Debugging

## EXPERIENCE

### Web and Automation Developer | Lost Arts Club

Aug 2021- Present, NANAIMO, BC

- Enhanced efficiency through automated class and product postings. Improved website functionality with user-friendly features, SEO techniques, and a central product dataset.
- Developed applications using C#, VBA, and JavaScript for versatile solutions.

### Full Stack Developer | Pink Fedora

Nov 2012- 2023, NANAIMO, BC

- Developed engaging mobile games for Android and iOS, incorporating user-friendly interfaces and responsive design principles to enhance user experience.

## EDUCATION

### BrainStation | Diploma, Software Development

Feb 2023 - May 2023, Vancouver, BC

## PROJECTS

### Full Stack Developer | BrainFlix

May 2023

- [Academic Project] - A mock SPA (single page application) site for streaming videos. Demonstrating proficiency in React, React-Router, Node, Express, API's as well as other front-end essentials.

### Developer | BandSite

April 2023

- [Academic Project] - A mock website with the topic of up-and-coming music bands. Demonstrating proficiency with Responsive Design, Flexbox, BEM Principles, and API Integration.

### Developer | Travel Site

March 2023

- [Academic Project] - A fictional Travel website used to show comprehension of Flexbox, SASS, BEM, and responsive design.

### Full Stack Developer | Defense Overdrive

FEB 2022

- Successfully designed and developed Defense Overdrive, a mobile game that has garnered nearly 10,000 downloads on Google Play, utilizing Unity and C# to create engaging gameplay mechanics.
- Technologies Used: Unity, C#, Android, Google APIs, PHP, SQL, Paint.net, and Audacity.