Gabriel Sharpton
Full-Stack Developer

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PROJECTS

Bagjav – https://gabesharpton.github.io/Bagjav/
Developed an analog card game to simulate a 4 player game to be played in the browser, the game was developed in React and used LESS styling.

Hangman Game – https://gabesharpton.github.io/Hangman-Javascript-Game/

Designed an in-browser game of hangman using HTML, CSS, and Javascript, and deployed it on Github pages.

Portfolio Page – gabesharpton.com

My web page displaying the different projects I am working on and create by myself.

EDUCATION

General Assembly, Remote — *Software Engineering Immersive Program*

2019 - 2019

Three-month, 500-hour full-time and full-stack program conducted in a remote setting, providing experience with the latest front- and back-end programming languages, tools, and methodologies including HTML, CSS, SASS, Javascript, jQuery, PostgreSQL, MongoDB, Ruby, Ruby on Rails, AngularJS, NodeJS, ReactJS, Wordpress, Git, Github, and Agile/Scrum.

EXPERIENCE

Axel Executives, Austin, Texas — *Marketing Campaign Manager*
2018 - 2019

Fire and Ice, Round Rock, Texas — *Chef*
2018–2018

Fire in the Hole, Round Rock, Texas — *BOH Manager*
2016 - 2018

SKILLS

Front-end

HTML	CSS
Javascript	NodeJS
Python	ReactJS
LESS	Vue.js

Back-end

MongoDB	AJAX
Mongoose	SQL
Django	Express

DevOps

Git
Github