


# ERIK HOVERSTEN

Arlington, VA 

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https://github/ehoversten 

## Summary

Detail oriented Back-End Software Developer and Electrical Engineer. Seeking to leverage my dynamic experience working in a fast-paced startup environment. Formerly collaborated on a team to develop rapid prototype hardware/software, Virtual Reality, and web application solutions. Currently looking to contribute to and grow with a team building innovative, state of the art products.

## Technical Skills

**Programming Languages:** JavaScript and Python

**Front-End Development:** HTML5, CSS3, JavaScript, jQuery, Bootstrap, Materialize, AJAX, React

**Frameworks:** Express/Node, React, Django, Flask

**Database Technologies:** RDBMS, SQL programming, MySQL, Postgres, NoSQL, MongoDB, ORMs (Sequelize.js, Mongoose.js)

**Methodologies:** MVC/MTV Architectures, RESTful API development, OOP, Agile/SCRUM, HTTP Request/Response cycle, Asynchronous Programming, Test Driven Development (TDD w/ Jest), Docker Containers

**Design:** Adobe Illustrator, Sketch, 3-D Design with Fusion360/AutoCAD

**Other skills:** Git, GitHub, Webpack, Project Management, Project Lead Experience, Business German Language, 3-D Printing, Rapid Prototype Development, Bluetooth Integration, Raspberry, Arduino and AVR Family of Microcontrollers

## Web and Technical Projects

**Quiz Game** – Front-End JavaScript quiz game

Web application that tracks a User's question answers given a time limit. User score is calculated at end of game or time running out. User has choice to enter name and score in scoreboard which is persisted after end of game. User can also clear stored high scores.

**Tech:** JavaScript, HTML, CSS, Persisting data with Local Storage

**Deployed Project:** [https://ehoversten.github.io/quiz\\_game/](https://ehoversten.github.io/quiz_game/)

**GitHub:** [https://github.com/ehoversten/quiz\\_game](https://github.com/ehoversten/quiz_game)

**Client Time Tracker** – Full Stack Node/Express application with mongo database

Web app that allows authenticated users to create Clients and associate Projects. Users can track time or Sessions spent on associated Projects. Time spent on projects is displayed using ChartJS.

**Tech:** JavaScript, Node, Express, Mongo/Mongoose, Handlebars, Authentication w/ PassportJS, Bootstrap CSS, MomentJS, ChartJS, Docker

**GitHub:** [https://github.com/ehoversten/Client\\_time\\_tracker](https://github.com/ehoversten/Client_time_tracker)

**JavaScript Review** – Review of Topics covering Full-Stack JavaScript Web Development

GitHub repository filled with reviews of JavaScript topics and content ranging from basic programming topics in JavaScript, building web pages with HTML, CSS and JS, Dynamic programming with JS and DOM manipulation and much more.

**Tech:** JavaScript, Node, MySQL, MongoDB, React, Algorithms, HTML, CSS, jQuery, command line, Git

**GitHub:** [https://github.com/ehoversten/Teaching\\_Review](https://github.com/ehoversten/Teaching_Review)



## Professional Experience

### Senior Tutor | 2U / Trilogy Education Services

March 2020 – Present

### Teaching Assistant

June 2019 – June 2020

Arlington, VA

- Teaching Assistant and Senior Tutor for Full Time Full-Stack Web Development Bootcamp put on by **George Washington University**. MERN Tech-Stack (JavaScript, Mongo/SQL, Express, React and Node) – 65+ graduated students
- Constructed review materials and coding demos for student review sessions to help students with the fundamentals of programming with JavaScript, Algorithms and Web Technologies.
- Substitute Instructor teaching the days lesson topic and assign homework.
- Conduct weekly/regular 1-on-1 tutoring sessions with Bootcamp students.
- Responsibilities: Substitute Instructor, Topic Reviews, Code reviews, Grading Coding Assignments

### Product Engineer | Notion Theory

July 2016 – June 2017

Washington, DC

- Web and Applications development using Ruby on Rails, HTML5/CSS3, JavaScript and jQuery.
- Design and construction of prototype virtual reality (VR/AR) products using 3-D CAD design tools, 3-D Printers, Laser cutters, Materials construction, CNC Milling/Cutting, Electronics and Microcontrollers, IoT and Blue-Tooth interaction.

### Dream Consultant | Tech Shop DC

March 2015 – February 2016

Arlington, VA

- Hands on experience taking an idea from inspiration to fruition: Design tools, Embedded Electronics, Programming, Prototyping, Final design and polish.
- Marketing Photographer, Graphic Design and Photo Editing with Adobe Illustrator / Photoshop.

### Project Manager and Test Engineer | Volvo Construction Equipment

April 2012 – June 2013

Test and Prototype Operations Branch – TnPO, Hameln Germany

- Took over departing senior test engineer's projects and took them to completion by deadline for product release.
- Designed machine testing schedule of machine and resource availability. Setup and Implemented testing on machines, carried out documentation and data reporting.

### U.S. Government | Naval Civilian Employee (Grade ND-5)

May 2006 – July 2011

### Electrical Engineer | Naval Surface Warfare Center

July 2009 – July 2011

Flight Systems Division - Radiation Sciences Branch, Crane IN

- Off-site task lead, trained engineers in site-specific testing procedures and methodologies and met customer specifications.
- Reduced test setup time by 30%, a savings of approximately \$300/hr.

### Electrical Engineer | Naval Surface Warfare Center

May 2006 – July 2009

Fleet Maintenance and Engineering Division - Maintenance Logistics and Distance Support Branch

- Provided help desk and in-field IT technical support to operations both aboard ship and on base.
- Sustained a 95% efficiency rate of identifying and solving customer issues.
- Custodian in charge of equipping the Distance Support lab with software and hardware upgrades.



## Education

**Michigan Technological University | B.S. in Electrical Engineering**

Houghton MI

**Coding Dojo | Full Stack Web Development Coding Bootcamp**

**July 2018**

Washington, DC

Immersive full stack development program. graduated with a black belt (highest earning of achievement) in the python stack, with over 1000 hours of coding experience, and a working proficiency in Python, MEAN tech stack and Java, as well as a wide range of other frameworks and libraries.