Laura Robin Wenning
Full Stack Developer

laurawenning.com | github.com/hey-waffles

Work Experience

Clinc, Inc
November 2019 - present

- Maintained and improved Kubernetes clusters for development, staging, and production deployments.
- Maintained Gitlab Runners using AWS EC2 containers to allow for continuous testing and deployment.
- Set up a secondary Gitlab Runner system using Docker Machine for auto-scaling runners.
- Built a report generator to determine individual costs for AWS that preserved historical data.

Saltech Systems
January 2017 - September 2019

- Designed and developed from scratch the first stage of the SaltechCMS 2.0 using Lucee 5.2, JQuery, MySQL, and Docker, used by iapra.org and rolfesatboone.com.
- Worked to maintain and develop new modules in Coldfusion 8/9 for nationwidenotice.com and SaltechCMS 1 sites, including dmeyemd.com, lumbershack.com, energyhealth.com, herbalcom.com, and ameriherb.com
- Rebuilt the backend logic for secondscount.com in Lucee 5.2 to remove structural issues and improve future maintainability.
- Developed the web app portion of app.werksheets.com using Lucee 5.2 and Couchbase.
- Assisted in developing the backend and frontend of Ultimate Musician's League in Lucee 5.2, JQuery, Bootstrap, MySQL, and Docker.
- Developed both the backend and frontend of primeseats.com in Lucee 5.2, MySQL, Bootstrap, Sass, and Docker and continued maintaining it.

Walmart
April 2018 - July 2018 via Saltech Systems

- Developed and styled the first stage of a kiosk system using Angular 4.

Personal Projects

Reroll (Name Pending)
Languages: Typescript   *Frameworks: React, NextJS*

Reroll is a web app co-developed with Lucy Awrey that aims to serve as a collection of tools for tabletop roleplaying games like Dungeons and Dragons. We've both run into issues using Roll20 and other tabletop tools with clunky and unfriendly systems and we decided to make one that works for us.

Home Server

Languages: Bash, Python   *Tools: Docker*

My home server is a small Ubuntu server running on an old desktop computer. We use the server for hosting file sharing, as a home for dedicated game servers, and as a development environment.

Sprite Extractor

Languages: Python   *Frameworks: PyGame*

The sprite extractor is a small Python script that takes a spritesheet or a collection of spritesheets and uses PyGame's image manipulation to strip out a single sprite. This script solves the problem that my friends and I faced where we would use a sprite maker to create a spritesheet for Roll20, but needed Photoshop to carefully and tediously cut out a 48x48 pixel sprite.

Education

Iowa State University
Fall 2014 - Fall 2016
Bachelor's of Computer Science, 3.3 GPA

South Dakota School of Mines
Fall 2012 - Spring 2014
Partial Bachelor's of Computer Science

Technologies and Skills

Languages
- Javascript & Typescript
- Python
- Bash
- CFML (Coldfusion/Lucee)
- Java

Frameworks
- React
- NextJS
- CFWheels (Lucee/CF 2016)
- AngularJS & 2+

Technologies
- Kubernetes
- AWS
- Docker
- MongoDB
- MySQL/MariaDB
- Coldfusion 8, 9, 2016 / Lucee 5.2
- Nginx

Miscellaneous Skills
- Project Planning
- Project and Code Documentation
- Strong interest in learning new technologies and languages
- Self-reliant