

Anthony Barragan

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Portfolio: <https://abarragan89.github.io> | **GitHub:** <https://github.com/Abarragan89>
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Full-stack web developer with an academic focus on the MERN stack. Quick to adapt to new programming languages in order to work with data structures and build efficient applications. Innovative problem-solver with ability to self-manage during independent projects. Currently working as an elementary school teacher with a Master's in Education and Administrative Credential. Enthusiastic about creating and maintaining responsive web applications that have a positive effect in the world. Continuously expanding developer toolset and now seeking a role as a software engineer.

Education

MERN Stack Certification

2U Trilogy Education (UCLA Extension Program)
2021 – 2022

Master's in Education

Loyola Marymount University, Los Angeles, CA
2012 – 2015 GPA: 4.0

Bachelor's in Philosophy

California State University, Northridge, CA
2010 – 2012 GPA: 3.85

Associates in Liberal Studies

Los Angeles Pierce College, Woodland Hills, CA
2007 – 2010 GPA: 3.67

Skills

Client-Side: JavaScript ES6+ | React.Js | Next.Js | Three.Js | HTML Canvas | HTML5 | CSS3 | SASS | Handlebars.js | Jinja2 | JQuery | Bootstrap

Server-Side: Node.Js | Express.Js | MongoDB | Mongoose | MySQL | Sequelize | NoSQL | GraphQL | Apollo | Python | SQLAlchemy | Flask | Socket.io | PHP | Stripe | JWT | Nodemailer

Applications/CMS:

MVC / REST APIs / Responsive-Design / Object-Oriented Programming / Functional Programming / PWA / GitHub / Git / Procreate / WordPress

Projects

Math Fact Missions

Link: <https://www.math-fact-missions.com/>

GitHub: <https://github.com/Abarragan89/math-missions>

This is a full-stack, subscription-based application for teachers built on the Next.Js framework. Teachers can create their rosters and print out logins for their students that include a unique class code and a teacher generated password. Students can progress through the four missions (multiplication, division, addition, and subtraction). There are interactive flashcards to help them learn, four fun review games using HTML Canvas, and a quiz to unlock new levels. Students earn points for all their activity and they can buy game upgrades for faster ships and upgrade the skins on their avatars. The Avatars are made using Three.js and are displayed when users view the rankings. There are Global ranks to see top 10 players among all users or Classroom ranks that show everyone in their class. Student progress is tracked on the teacher dashboard. This application also implements Stripe for users to continue using the app once their initial 5-day trial has ended. *GitHub repo is set to private.

Tools: Next.js, TypeScript, MongoDB, Mongoose, Stripe, JWT, Three.js, HTML Canvas, SASS, NodeMailer

Lunaris

Link: <https://lunaris-finance.herokuapp.com>

GitHub: <https://github.com/Abarragan89/lunar>

This is a full-stack expense tracker application designed for mobile devices(PWA). Enter you monthly income to keep track of your budget. Customize your categories, add expenses, enter reoccurring monthly charges, add cash deposits, and we'll show you your net profit every month. Lunaris saves your history so you'll be able to see breakdown of previous months and get a snapshot of the entire year. Find trends in your spending habits and limit your spending.

Tools: JavaScript, Python, Flask, SQLAlchemy, Jinja2, Sass, Pycharts.js, Bcrypt,

Who Nose That

Link: <https://who-nose-that.com>

GitHub: https://github.com/Abarragan89/trivia_maker

This is a full-stack game generator geared to helping teachers in the classroom. Users can make an account and create gameboards by adding their questions and answers. Gameboards are Jeopardy-like and promote group/pair work in the classroom. Teachers also have the option of making a gameboard a 'study-set'. This turns the questions and answers into flashcards that students can access through the student portal by inputting their teacher's username. Here, they can play another flashcard game to study before the classroom game. Teachers can also make their gameboards public, copy public games to their library, and edit games.

Tools: *React.js, Node.js, JSX, CSS3, GraphQL, Apollo, MongoDB, Mongoose, HTML Canvas, Bcrypt, JSON Web Tokens*

Experience

Instructional Teaching Assistant

2022 – present

2U Trilogy Education

Remote

I teach students the skills necessary to become a full-stack web developer. We focus on the MERN stack. We also cover HTML, CSS, MySQL and NoSQL databases, Algorithms, MVC, GitHub/Git, testing with Jest, ORMs, Object-Oriented Programming, Functional Programming, and CSS frameworks such as Bootstrap. I work with students in a one-on-one or small group setting.

General Education Teacher

2018 – present

Village Charter Academy

Canoga Park, CA

Plan, develop, and implement instructional lessons to adhere to the 5th grade State curriculum. Create differentiated lesson plans that make learning objectives accessible to a diverse group of students. Collaborate with the Special Education department to develop and implement Individualized Education Plans. Played a vital role in transition to Distance Learning during COVID-19 by creating protected Google accounts to the entire student body and incorporated new technologies to distribute and teach the curriculum virtually.

General Education Teacher

2015 – 2018

Saint Ferdinand Catholic School

San Fernando, CA

Implement successful classroom management practices that promote an effective learning environment. Collaborate with parents, teachers, and administrators to best meet the needs of students. Contribute meaningful ideas during professional development meetings to improve the overall direction and impact of school wide policies. Coordinator for Lego-Robotics program and school wide Spelling Bee. Served as a mentor to new teachers.