

Yemi Agbeyegbe

Software Engineer

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PROJECTS

GameOfHearts

game-of-hearts.com

<https://github.com/Aganju/GameOfHearts>

A game of thrones themed dating webapp with a PostgreSQL database, Ruby on Rails backend, and a React + Redux frontend.

- Created a complex SQL query using prefetching to minimize the time required for determining match percentage and improve scalability.
- Created custom validations for checking location existence and region, to ensure valid table entries for searching.
- Verified addresses using geocoder gem to interact with Google API.

3D Chess

yemagbe.com/3D-Chess

<https://github.com/Aganju/3D-Chess>

A playable three dimensional variant of Chess as seen on the show Star Trek, created in JavaScript.

- Built by heavily modifying the Chessboard3.js library to allow for multiple movable chessboards on different planes.
- Worked with and matched the style of an existing codebase to allow for future implementation.

WORK EXPERIENCE

Hacker-in-Residence

NYC

App Academy

October 2017 - Present

- Conducting technical screens of coding bootcamp applicants and assessing algorithmic aptitude in various languages, including JavaScript, Ruby, Python, and Java
- Teaching Ruby syntax and best programming practices to prospective software engineers.

Freelance Developer

Remote

Managed Artwork

March 2017 - June 2017

- Overhauled the outdated Flash Image uploading process to greatly increase the speed of artwork gallery image upload using the FineUploader JS library.
- Integrated FineUploader into a ColdFusion server to improve Security, UI, and UX.

SKILLS

JavaScript(ES5/ES6), Python, Ruby, React.js, Rails, C++, Java, Linux, jQuery, Redux, SQL, RSpec, HTML5, CSS3, Git, ColdFusion, PHP, AWS

EDUCATION

B.S. in Computer Science

New Jersey Institute of Technology

2014 - 2017

App Academy

2017

Comprehensive 1000-hour Software Engineering curriculum with a focus on full-stack development, complex algorithms, TDD, design patterns and programming best practices.