David Murray Raimon

Software Engineer

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github.com/D-Raimon | linkedin.com/in/david-murray-raimon

https://d-raimon.github.io

TECHNICAL SKILLS

Languages: JavaScript, Ruby, Node, SQL, HTML5, CSS
Frameworks: React, Ruby on Rails, Bootstrap, Express
Database: MongoDB, Postgres
Software/Tools: JQuery, Ajax, RESTful API, Git Workflow, Mongoose, Handlebars, Sass

SOFTWARE PROJECTS

Mack - *https://github.com/D-Raimon/mack-client*

https://d-raimon.github.io/mack-client

- Mack is a web-app that I'm currently building to help users keep track of the manga, comics, light novels and other media that they may be consuming across multiple websites in one convenient place.
- Mack is being built with a React.js front end and an Express.js backend.

AniAir -*github.com/D-Raimon/aniair-client*

https://d-raimon.github.io/aniair-client

- AniAir is an app for helping users keep track of currently airing anime shows, as well as provide a way for a user to discover more about currently airing shows.
- AniAir was built with a React.js front end and an Express.js backend with RESTful API endpoints.

Photonix - *github.com/D-Raimon/photo-frontend*

https://d-raimon.github.io/photo-frontend

- Photonix is an image hosting web-app that allows a user to upload images and view images from the community, while utilizing the AWS S3 bucket to host user images.
- Photonix was a group project developed using Git workflow with a JavaScript front end and an Express.js backend with RESTful API endpoints.

Pokédecks - *github.com/D-Raimon/pokedeck-full-stack-project-front*

https://d-raimon.github.io/pokedeck

- Pokédecks is an app where a user can relive the 90's nostalgia of collecting Gen 1 Pokémon cards. A user can sign up and then start building their very own deck of all of the rarest cards that they might have been unable to collect in their youth due to the financial restrictions of being a child.
- Pokédecks was developed with a JavaScript front end and a Rails backend with RESTful API endpoints.

TECHNICAL EXPERIENCE

General Assembly   Boston, MA
Software Engineer Fellow   *July 2019- October 2019*

- Completed immersive software bootcamp and built a foundational understanding of CS concepts and the ability to implement complex and abstract CS methodologies.
- Utilized Agile methodology to promptly complete functional implementations of various new features within the scope of an individual application's stack.
- Split time evenly between pair and individual programming, both utilizing my own skills as well as enhancing an application cooperatively with peers.

EDUCATION

Framingham State University   Framingham, MA
B.S. Business Administration - Finance   *September 2012 - May 2015*