

Erik Elliott

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[LinkedIn](#)

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San Francisco / Bay Area

SKILLS

JavaScript • React • Redux • Ruby • Rails • RSpec • SQL • Git • JQuery • HTML • CSS • D3 • AWS S3 • MongoDB • Express

PROJECTS

Patio (React • Redux • Ruby on Rails • PostgreSQL)

[Live Site](#) | [Github](#)

A single-page app where users connect by posting images or statuses and commenting on friends' posts. Inspired by Facebook.

- Added inline edits of comments by incorporating a slice in the Redux state to target a specific comment which provided real-time updating and created a smooth, dynamic user experience. Avoided $n + 1$ PostgreSQL database queries for posts and comments by optimizing ActiveRecord associations which created simple SQL queries.
- Integrated AWS S3 with the Rails backend for multimedia storage to optimize scalability and significantly reduce server load.
- Utilized frontend validations to reduce server load and improve performance.
- Leveraged Rails Polymorphic Associations for Likes on Posts and Comments for DRY code.
- Built modals for CRUD actions like edits of user Profiles and Posts to enhance the user experience.

Weave (Node • Express • MongoDB • React-Grid-Layout)

[Live Site](#) | [Github](#)

An API driven dashboard where users can resize, drag and drop, and interact with multiple social media interfaces simultaneously.

- Routed API calls from the frontend to the backend while serving the response data back to the user as needed which avoided CORS and authorization issues.
- Incorporated React Hooks into a component to improve code composition and keep code DRY.
- Interfaced with multiple social media APIs to provide users with up-to-date information and a responsive interface.
- Implemented draggable and resizable component interfaces using React-Grid-Layout library for increased customization to provide an improved user experience.
- Harnessed the unidirectional state management of Redux to simplify React components and directly manage data.

Happ Maps (JavaScript • D3 • CSS)

[Live Site](#) | [Github](#)

A data visualization which utilized D3 to create maps that illustrated different happiness levels of US metropolitan areas.

- Constructed a map of the USA illustrating different happiness levels of major metropolitan areas by utilizing the D3 library.
- Overlaid 3-dimensional bar-graphs on the major areas using data from API interfaces and D3 to construct the graphs based on the different data sets to provide interactive information.
- Implemented all listener and transition effects using basic JavaScript and CSS to keep the program lightweight and reduce load time.

EXPERIENCE

Patient Transporter

Stanford HealthCare, Jan 2019 - Aug 2019

- Transported 30 patients per 8-hour shift while providing excellent customer service by personalizing each experience.
- Worked closely with nurses to ensure the safe and efficient transport of the patients.

Emergency Medical Technician

AirCare Ambulance, Sept 2017 - Oct 2018

- Trained and assessed new hires in patient interaction and performance of duties as an EMT.
- Performed medical assessments on patients by deciding priority and appropriate treatments based on county protocols
- Inspected, assessed, and safely operated the ambulance in performance of our duties during 10 and 24 hour shifts.

Recreation Leader

San Francisco Recreation and Parks Department, Jun 2014 - Sept 2016

- Planned, organized, and ran activities for campers of all ages to provide the best experience possible.
- Created an instructional manual for the safe assembly and take down of temporary structures which led to ease of setup and increased productivity.
- Created new programs which received over 90% positive reviews by the participants.

Lab Assistant

UCSB Chemistry Undergraduate Stockroom, Nov 2012 - Mar 2014

- Constructed and maintained instruments and apparatuses used for the experiments to ensure safety and availability.
- Performed precise calculations with sharp attention to detail for the creation of different chemical solutions needed for student's experiments.

EDUCATION

App Academy - Immersive 1000-hour full stack software development course with < 3% acceptance rate (Winter 2019)

University of California at Santa Barbara - BS - Chemistry (Spring 2014)