Hendrick Ramos

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SKILLS

JavaScript, React.js, Redux, Ruby on Rails, Ruby, Node.js, Express.js, Mongoose, MongoDB, jQuery, CSS3, Sass, SQL, SQLite3, Git, HTML5, PostgreSQL, Heroku, Test-Driven Development (TDD), RSpec, Amazon Web Services, Webpack, Axios, Ajax

PROJECTS

Disney Cinema   [Live Site] | [Github] | 100+ Hours

A hybrid clone of Netflix and Disney Plus, built using JavaScript, React / Redux, Ruby on Rails, HTML, SCSS, AWS, PostgreSQL, Webpack

- Implemented the backend authentication pattern in Ruby on Rails including password encryption and session cookies, combined with the Redux cycle front end user authentication for a full user login and signup experience.
- Connected Active Storage and AWS S3 for media storage in a PostgreSQL database, then utilized the Redux cycle for API calls to the database to populate the React components, with AWS IAM for security.
- Integrated the Redux cycle with AJAX calls to AWS S3 to populate the interface with videos and images, combined with React DOM manipulation and SCSS to render video playing on mouse hover, and modals displaying movie information.
- Incorporated React hooks, DOM manipulation, and CSS/Sass to include a scroll feature for each row of movies.
- Leveraged Rails polymorphic associations in conjunction with the Redux store and cycle to allow a user to create and update their own watchlist, as well as Like and Dislike movies (CRUD).

GameDart   [Live Site] | [Github] | 100+ Hours

A team project which recommends new video games, built using MERN (MongoDB, Express.js, React/Redux, Node.js), CSS3, HTML

- Constructed an algorithm for the main functionality of the application, taking in the specifications set by the user.
- Developed and integrated the Redux cycle in the front end with Express.js in the back end to achieve successful Axios API calls to return and render user-tailored objects and data from the Giant Bomb API.
- Created and designed numerous React components, utilizing unique CSS3 features resulting in a highly interactive and appealing UX/UI on each page.
- Effectively used a NoSQL database hosted on MongoDB to store the user's profile information and playlist data, in collaboration with Node.js and Redux to allow the user to update their profile, as well as add and delete game objects from their personal playlist (CRUD).

The Squad Builder 9000   [Live Site] | [Github] | 100+ Hours

An app that simulates an optimal NBA Fantasy Draft starting lineup built using JavaScript, CSS/Sass, HTML

- Formulated an algorithm featuring the standard parameters of a fantasy draft set by the user, effectively using asynchronous code to complete API calls to fetch Basketball player statistics and sorting the data prior to returning their unique results.
- Combined JavaScript, HTML, and Sass to render Basketball player objects to the user on a seamless interface.
- Allows a user to have up to 10 draft participants, with 63 different combinations without incorporating a favorite player.

EXPERIENCE

Creative Director, *Project D Dance Company,* Oct 2012 - June 2018

- Directed, cultivated, and trained a team of 40 dancers of varying ages and backgrounds.
- Spearheaded and collaborated on numerous dance performances through rigorous weekly rehearsals and creative meetings, resulting in several 1st place awards in competitions throughout the tri-state area.
- Effectively collaborated with co-directors, in order to develop, manage, and operate team schedules and rehearsals.
- Empathetically communicated, energized, motivated, and taught the team to perform to the best of their abilities.

Barista / Barback / Back Waiter, *Locanda Verde*, Nov 2017 - Mar 2019

- Served up to 400 covers/tables on a given shift with urgency, speed, and effective communication to all staff, resulting in seamless customer service and consistently high customer satisfaction and retention.
- Entrusted by management to provide service to high-profile clientele thanks to personal initiative, resulting in promotions to Barista and Barback.

EDUCATION

App Academy - Immersive full stack software development course, 1500+ hours of solo and pair programming (Aug 2021 - Dec 2021)
CUNY Brooklyn College - *BS - Education -* 3.7 GPA, 2013 - 2018