Joshua LeBoeuf

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| Github: https://github.com/Human]BooF |

| LinkedIn: https://www.linkedin.com/in/joshua-leboeuf/ | | Portfolio: https://human-react-portfolio.herokuapp.com/ |

Full Stack Web Developer with a passion for learning. Building computers as a hobby, now taking that love for technology to a new level. Excellent problem solver with the dedication needed to get things done. Ability to look at things from a different perspective. Extremely positive attitude no matter what the outcome. Always looking for a challenge to expand my knowledge and skills.

Education

University of New Hampshire, Portsmouth, NH Full Stack Web Development Bootcamp -

Dec.2018

An intensive 24-week long boot camp dedicated to designing and building web applications. Skills learned consisted of HTML5, CSS3, Javascript, JQuery, Bootstrap, Firebase, Node Js, MySQL,MongoDB, Express, Handlebars JS, & React Js.

Skills

HTML5, CSS3, React, JavaScript, ES6, Jquery, Node.js, Materialize, BootStrap, Firebase, MySql, Sequelize, Git, Github, Command Line, Heroku, Handlebars, Express, Docker, NoSql, MongoDb, Mongoose and many more to come

APPLICATIONS BUILT

[Brak-its]

- A tournament bracket generator app, allows users to sign up, create a tournament for any game, have other user join. The owner of the tournament can start it whenever they want, users will be seeded based on when they joined the tournament. Owner has admin rights and is the only one who can push a user to the next round.
- React, Materialize, Express, MySql, Sequelize, axios, bcrypt, passport.js
- https://github.com/HumanJBooF/brak-its (Future updates in read me)
- https://brak-its.herokuapp.com/

React-Click-Game

• This app was built using create-react-app, it is a memory style game. There are 12 images, the user starts by clicking on an image, once clicked the images will shuffle, keeping track of how many times you have clicked. If you click the same image twice, you lose.

React-Click-Game (CONTINUED)

- HTML5, Materialize, CSS3, React, React-Dom, React-Scripts, gh-pages
- https://humanjboof.github.io/react-click-game/
- https://github.com/HumanJBooF/react-click-game

Bamazon

- An 'amazon-like' store front for CLI, that allows you to buy and add items to the inventory (database)
- Node.js, JavaScript, NPM chalk, NPM inquirer, NPM mysql, NPM cli-table-redemption
- https://github.com/HumanJBooF/bamazon

Sequelize-Burger-App

- This app utilizes handlebars.js with mysql and sequelize to add and save "burgers" to the database. You can use the form to add any type you would like. It will be added to the available burgers side, once you click on that burger, it will move to the devoured side, if you decide to remove it, it will be gone for good.
- Node.js, Javascript, Jquery, Materialize, HTML/CSS, body-parser, express, dotenv, mysql2, express-handlebars, sequelize
- https://eat-dat-sequelized-burg.herokuapp.com/burgers
- https://github.com/HumanJBooF/sequelizedBurger

Mongo-Scraper

- In this app you can use axios and cheerio to scrape the website pcgamers' news section for all the current articles. You can then save the articles, add notes for each article, unsave the article and delete the note. This is all using MongoDB and Mongoose
- Node.js, JavaScript, Jquery, Materialize, HTML5, CSS3, Docker (mongo container), body-parser, express, dotenv, mongoose, express-handlebars, axios, cheerio
- https://mongo-pcgamer-scrapper.herokuapp.com/
- https://github.com/HumanJBooF/mongo-scrapper

WORK EXPERIENCE

Danvers Butchery, Danvers, Massachusetts Meat Cutter

2017 - Present

Producing steaks to specific specifications. Keep track of 10,000 plus units of inventory daily for future orders and ensure a clean environment according to USDA regulations.

Hale Street Tavern, Beverly Farms, Massachusetts Chef

2015 - 2017

Created luxurious dishes of food and sushi. Ensure that all plates come out on time and are beyond perfect. Managed time was a huge factor in making sure everything came out as ordered and on time. Tracking inventory of hundreds of products daily to assure the best quality was always number one priority.