Gel De-Asis

Profile-Page: https://iamgiel.github.io/resume/

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Profile

Web Developer skilled at both front-end and back-end technologies; specializing in Javascript and NODE.js with experience building applications with Angular and React. Strong analytical skills and creative problem solving with exceptional team project experience. Proficient with HTML5, CSS, Bootstrap/Materialize frameworks, JavaScript, Angular, React and NODE.js, Express, MongoDB and MySQL.

Tech Stack

HTML/CSS | Sass | Flex | Bootstrap | Materialize | handlebars | React | Angular | Express | Node | MongoDB | MySQL | MVC | Git Version Control | Media Queries | UI/UX | JavaScript | JQuery | Typescript

Experience

FREELANCE DEVELOPER (FULL STACK) – 12/2016 - PRESENT

1. Designed REST APIs that allow effective application integration
2. Created and deployed MEAN and MERN Stack applications using cloud services such as heroku
3. Used Angular5 and created a book exchange application.
4. Used a React front-end framework for a web application that queries NYTimes API, and allow users to search for a specific title and dates.
5. Designed a Liri Bot that used Twitter, OMDB and Spotify APIs - all in a single node application.
6. Explored NODE packages that helped create Login and local authentication strategies.
7. Created a hangman game one in pure vanilla javascript in the browser and one played in your terminal using node packages.
8. Created a Star-Wars RPG Game with JQuery (https://iamgiel.github.io/star-wars/)
9. Created and designed 'home-made' object relational mapper for querying database.
10. Set and designed databases and schema for project called `For-Hire`
11. Designed and worked on the front end development team on a project called `The Reading Exchange` using angular5 animations.
12. Worked with Databases and schemas for MySQL and MongoDB.
13. Developed and designed ORMs such as sequelize and mongoose (and own modifications).
14. Worked extensively on Version Control GIT and use of github services.
15. Used Sass to refactor css codes and work on DRY code across application.

16. Extensive use of Nodejs libraries such as Passport for authentication and Socket.io for chat capabilities in web applications.
17. Use of various front responsive design frameworks such as Bootstrap, Materializecss, Material-ui for REACT, Sass-Angular5, JasneyBootstrap, GSAP for animation.

UNC CHAPEL HILL, FULL STACK DEVELOPMENT CERTIFICATE, UCLA 9/2017 - 04/2018

• Agile mindset while constantly working on an MVP
• Created a game of hangman with javascript and query
• Created Command Line Application using NPM libraries (fs, express, inquirer)
• Google Maps API, OAuths
• Use of bootstrap, materialize-css, and other html responsive templating
• Handlebars with Node Express Application
• Backend routes, connecting to server,
• Design MVC, Own ORM
• Designed database for a group project using MySQL and Sequelize
• Used validations, sessions, user login, passwords,
• MEAN and MERN web applications and deployment to heroku.

TRILOGY, WEB PROGRAMMING, UCLA 9/2016 - 11/2016

• Use of git version control
• Application cloud deployment - Heroku.
• Used Media-Queries and Dev-Tools to create responsive web application.
• Used Bootstrap as front end framework for templating html
• Mobile first design
• Used Sass as css framework
• Use vanilla javascript to create logic for hangman game.
• Used Jquery along side javascript to run web applications

DIRECTOR OF TRAINING AND EMPLOYEE DEVELOPMENT, METIS TPS LLC – 2010-2017

• Produce and train Gaming Specialist who works alongside casino dealers to oversee company funds and to preserve the integrity of casino table games.

• Responsible for developing and delivering instructor-led, on-the-job, or a combination of these types of training programs including check lists, job aids, and other materials.

• Collaborate with shift-managers and supervisors reviewing current trends, updates, rules and policies that affect duties of Gaming Specialists and asset protection strategies for METIS.

• Find opportunities for employee development and training necessary to advance, and/or successfully completion of the technical skills of the job.

• Conduct interviews, screen applicant skills through live one-on-one timed testing on speed and timely responsiveness to errors on mathematical calculations of wins and losses, game hand comparisons and payouts.

CHINESE DOMINOES, TILES TRAINER FOR PT-GAMING 2009-2010

• A `Gaming Specialist` is the master of all technical aspects of the table from payouts to game rules and is responsible for verifying the accuracy of all mathematical transactions that occur during live play.

• Supervised and worked with casino staff, gaming associates. Communicating conflict of interests and balancing customer service.

• Responsible for accurate comparisons and creation of an ancient Chinese game called Pai-Gow Tiles.

• Observe Asset protection protocols and preserve integrity of the game.

- Observe quick table live payouts and call errors committed by dealers and players.
- Track scammers, card counters, and train associates for PT GAMING.

ASSET PROTECTION ASSOCIATE, 2008-2009
- Oversee all the rules of the assigned card game including, but not limited to: the various forms of casino games.
- Handle a functional command of the table and game while maximizing PT Gaming's involvement in the total table action.
- Maintain table game integrity while providing exceptional customer service.
- Communicate timely responses to errors, good eye on catching mistakes and accuracy on payouts and card comparisons.

Education
- UNC Chapel Hill – CERT IFIED Web Developer 2017
- UCLA Coding Bootcamp 2016
- California State University, BS Education 2009
- Cerritos College - AA TRAC Deans List 2007
- CSUF, Classical Guitar Performance Scholar, 2002-2004

Certifications:
- UDEMY - Advance Javascript Cert(2018)
- UNC Chapel Hill Full-Stack Developer Certificate of Completion - 2017
- UCLA - Basic Web Programming - 2016
- Freecodecamp - ongoing (since 2016)
- Informatics - Web Design (2001)