

JAN DANIEL FERMIN

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Vallejo, CA

[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

SKILLS JavaScript, React, Redux, HTML5, CSS3, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, webpack, jQuery, Git, Heroku, Python, Material UI, JSON, VSCode, GitHub, npm

PROJECTS

PANDEMONIUM (Rails, ReactJS, Redux, Postgresql, Web Sockets via ActionCable)

[live](#) | [github](#)

App inspired by popular social media app Discord using Rails for backend and ReactJS for frontend.

- Utilized Rails associations to optimize database query for related data: channels and messages or servers and members.
- Implemented user authentication by combining Rails conventions and Active Record.
- Connected React components to Redux store for streamlining app state management.
- Leveraged Rails' Action Cable and Redis to manage web-socket connections for live chat.

GAMEDART (MongoDB via Mongoose, ExpressJS, ReactJS, Redux, NodeJS)

[live](#) | [github](#)

Service platform that recommends users new games to play based on genre via GiantBomb API.

- Led team of 3 engineers by delegating tasks efficiently between frontend and backend, completing MVPs within 4 days.
- Developed backend and frontend routing for API calls using ExpressJS to communicate with GiantBomb API.
- Created React components that connect to centralized Redux store for the frontend to ensure responsive user interface.
- Implemented user authentication by combining BCrypt for hashing and web tokens for authenticating.

ESCAPE CHASE (JavaScript)

[live](#) | [github](#)

A classic implementation of 2D escape room game implemented using vanilla Javascript.

- Utilized Canvas API alongside tilemap to efficiently render game frames.
- Employed CSS flexbox and vanilla JS to render a compelling game design layout.
- Leveraged asynchronous JavaScript functions to make smooth player animations.
- Created object detection system respective to player position using tilemap array representation for easier proximity detection.

CLI DIARY (Python)

Command-line interface for a diary using Python

- Utilized text files to save entries for ensuring data persistence locally.
- Employed variation of Vigenere cipher to encrypt entries in text files to increase privacy.
- Leveraged password authentication for verifying identity during entry for additional privacy.

TIC-TAC-TOE (Python)

Player vs Computer implementation of tic tac toe written in Python

- Implemented minimax algorithm for the computer to achieve 100% guarantee on either draw or win.
- Leveraged use of Tkinter to graphically render components for quick development.
- Utilized Python lambda to create event listeners for GUI elements.

EXPERIENCE

Shift Manager

McDonald's

Feb 2020 - Aug 2021

- Mentored 10 new hires by instructing and helping them develop different skills in accordance with company guidelines in order for them to be self-sufficient.
- Delegated roles for each crew member by assessing their skillsets for more efficient workflow.
- Collaborated with eight crew members, resulting in high customer ratings and achieving designation of top store

EDUCATION

Full Stack Web Development Course - App Academy | August 2021 - December 2021

BS Electrical Engineering, specialized in Computer Engineering - University of the Philippines Los Baños | Aug 2015 - May 2019