

# JOSHUA ARRIOLA

Software Engineer

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## Skills

**Frontend** : JavaScript ES5+ · React.js · Redux · CSS3 · HTML5 · JQuery

**Backend** : Ruby on Rails · Node.js · PostgreSQL · SQL · Express

**Other** : REST · Single-Page Applications · RSpec · Git & Github · TDD · Webpack · OOP · CRUD · Amazon Web Services

## Projects

**Yulp** (Ruby on Rails, JavaScript, React.js, Redux, PostgreSQL)

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

Full-Stack clone of the Yelp website.

- Implemented BCrypt to safely encrypt user credentials in the Rails back-end and front-end React AuthRoutes to ensure proper page access.
- Created advanced and reusable React components for displaying the navigation bar, relevant business information, and sign-on to be used within multiple pages to keep code DRY.
- Integrated AWS with Rails Active Storage to store images to be displayed on the application to reduce server load and increase scalability.
- Used RESTful API to build CRUD reviews so that users can not only write reviews, but also view other users reviews on a business.

**U&I** (MongoDB, Express.js, React.js, Node.js)

[live site](#) |

[github](#)

MERN-Stack web application providing couples with a private space for sharing information.

- Styled a responsive main home page and navigation bar with HTML and CSS to create an appealing UI and friendly UX for ease of user navigation.
- Incorporated React-Calendar to create and display upcoming events for the selected month.
- Customized user components to allow users to update and customize information to be reflected throughout the website giving the user a more personal experience.

**Defending Bikini Bottom** (JavaScript, Git, HTML5, CSS3)

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

Front-end JavaScript implementation of the classic arcade game, Space Invaders.

- Built a collision detecting algorithm to check if enemy and player missiles hit to calculate game over and win condition.
- Increased user experience by creating a level system to the application and increasing difficulty as the game progresses.
- Added audio feature to the game with the Audio object in JavaScript to give the user an immersive experience and created a functionality to allow the user to turn off audio while playing the game.

## Experience

**Account Receivable Representative**

Yelp

March 2018 - Oct 2018

- Created 100+ invoices for clients on a monthly basis and was in direct contact with account managers about shifts in client contracts resulting in accurate customer billing.
- Collaborated with Account Management, Sales Dept. and Collections Dept. to resolve 40-50 billing inquiries monthly in order to have payments posted on the ledger as soon as possible.

**Trade Operations Specialist II**

Assetmark

June 2016 - Jan 2018

- Traded and reconciled 50+ multi-million dollar accounts daily to keep accounts inline with portfolio models by a 2-5% margin.
- Compiled and tracked holdings of firm funds and sent reports out with 100% accuracy to that firm on a bi-weekly basis.

## Education

**App Academy** (Oct 2018 - Jan 2019)

1000+ hour immersive full-stack web development intensive with <3% acceptance rate.

**Dominican University of California** (Spring 2015)

BA - Business with focus on Accounting