

# Jessie Walker

[GitHub](#) • [Portfolio](#) • [LinkedIn](#)

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## Projects

**Pollarity** | *Ruby on Rails, React.js* | [live](#) • [GitHub](#)

**Clone of interactive polling app Poll Everywhere**

- Architected using Flux for instantaneous view updates and one-way data flow.
- Uses PostgreSQL for data storage, with complex associations and CRUD logic at the model level.
- Provides real-time vote tallies to poll creators, enabled by Pusher WebSocket infrastructure.

**Dodge NY** | *JavaScript* | [live](#) • [GitHub](#)

**Browser game simulating a crowded sidewalk**

- Implements an obstacle-avoidance algorithm to detect collisions with randomly-generated obstacles and sides.
- Layers animations on an HTML5 canvas over a second canvas for background elements.

**quizDOM** | *JavaScript* | [GitHub](#)

**Lightweight DOM manipulation library**

- Packages HTML elements and provides methods to alter, filter, set event listeners, or retrieve parents and children.
- Provides a method to send AJAX requests, creating a promise to handle request results.

## Work History

**Sr. Technical Writer** - Vitech Systems, Inc.

**May 2010 - April 2016**

- Authored end-user documentation for financial software.
- Automated rote work using Python, Selenium, and VBA.
- Streamlined procedures, reducing time to publish by 75%.
- Initiated team transition to Confluence and JIRA.

## Skills

Ruby on Rails

RSpec

JavaScript

React.js

Flux

jQuery

HTML5

CSS3

Git

SQL

Python (learning)

Adobe Creative Suite

## Education

**App Academy**

*Web Development*

*(June - Sept 2016)*

- Intensive 12-week bootcamp
- Object-oriented programming
- Test-driven design

**Maryland Institute College of Art**

*BFA (2004 - 2008)*

Illustration major w/ minor in creative writing. Graduated cum laude.