

JOEY ROBINSON

FRONT END DEVELOPER

CAREER OBJECTIVES

I am seeking an opportunity to learn and grow as a developer and create amazing websites and web applications. I'm always eager to learn from anyone and everyone.

CONTACT DETAILS

- 337-930-0633
- joeyrobinsondev@gmail.com
- joeyrobinson.netlify.com
- github.com/Joey-Robinson
- @joeyrobinsondev

SKILLS

- Front End Development
- Vanilla JavaScript (ES6+)
- CSS
- Bootstrap
- CSS Preprocessors
- CSS Postprocessors
- Version Control - git/GitHub
- HTML
- react
- webpack
- babel
- npm
- npm scripts
- ajax
- fetch
- wordpress
- node
- express
- Responsive Design
- Mobile First Design
- Browser Developer Tools
- Cross Browser Testing
- GraphQL
- Windows
- MacOS
- Terminal
- Command Line
- PHP 5.3 & 7.0
- Postgresql

OTHER SKILLS

- Communicative
- Hard Working
- Detail Oriented
- Inquisitive
- Enthusiastic Learner
- Self-Driven
- Self-Motivated
- Teachable

PROFESSIONAL EXPERIENCE

TrollAndToad.com

Junior Web Developer: August 2019 - November 2019
<https://www.trollandtoad.com/>

- Helped maintain and develop TrollAndToad.com, an eCommerce site.
- Created new features for front-facing site, as well as for their internal site.
- Implemented accessibility standards on the projects I worked on. Both for front-facing site and internal site.

Utilizing PHP 5.3, PHP 7.0, Postgresql, Laravel, SCSS, and jQuery I helped maintain and enhance TrollAndToad.com. I also created new features for the site as well as fixed several bugs found on the internal admin site.

PERSONAL PROJECTS

Shell Game

Freelance: September 2018 - September 2018
<github.com/Joey-Robinson/shellgame>

- Created an in-browser game using Vanilla JavaScript and CSS Grid
- Helped improve memory skills.
- Created a usable interface from Vanilla JavaScript alone and minimal HTML usage

Utilizing SCSS, PostCSS, Vanilla JavaScript, HTML, I created a site design to showcase custom made apparel. I also used these technologies to design and develop a mobile friendly website.

Gamer Vanity Site

Freelance: November 2018 - January 2019
<github.com/Joey-Robinson/secondTribute>
<meowkats.netlify.com/>

- Made a centralized location for the user so others could have easy access to the information presented.
- Used dynamic information pulled from several API's to present the information.
- Created UI elements comprised of mostly CSS

By harnessing the power of CSS and Vanilla JavaScript, I was able to create a rich, dynamic web app that showcases user information that was requested.

Bratty Redhead

Freelance: May 2019 - June 2019
Private GitHub repo
<brattyredhead.netlify.com/>

- Converted an outdated Octopress blog to GatsbyJS.
- Using GraphQL, I was able to use the static data given to generate information from not only markdown files, but json files as well.
- Using tools provided by GatsbyJS, I was able to programmatically create a plethora of pages on the fly.

In addition to converting an older static site to a newer, much faster static site generator, I was able to utilize GraphQL to query internal data and out desired results.

Studio Ghibli Movies

Freelance: February 2019 - February 2019
<github.com/Joey-Robinson/react-studio-ghibli-api>
<react-studio-ghibli-api.netlify.com/>

- A very small web app that showcases all movies created by Studio Ghibli using react.
- Using fetch(), I was able to pull data from an external source and set it to my state inside of a Class based Component.
- Additionally, the usage of flexbox allows the overall layout to be presented in a visually pleasing manner.

While this is a very small web app, it was more to showcase the power of state and fetch when used in conjunction with one another in react.