Leo Garcia
Web Developer
209-715-4509 | pixelbyte@workmail.com
https://github.com/LeoJrTheTanooki

Summary

A junior web developer with nine months of immersive training at CodeStack Academy. Proficient in HTML, CSS, JavaScript, and leveraging modern frameworks and libraries like React JS, Bootstrap, Tailwind and Flowbite. Equipped with strong skills in critical thinking and problem solving. Passionate about building responsive web applications and user interfaces.

Technical Skills

Languages: HTML, CSS, JavaScript, C#, Typescript
Frameworks and Libraries: Bootstrap, Tailwind, Flowbite, React JS
Tools: Visual Studio Code, .NET 7.0, Microsoft Azure, Git, Postman, Slack, Figma, Unity

Projects

Gen 5 Pokedex
- Built an application leveraging knowledge gained to fetch data from a database and enable search functionality
- Implemented features like random entry display, favorite entries (local storage), and variant views
- Built using HTML, CSS, Javascript and PokeAPI

Business Redesign
- Collaborated with a team to redesign a website, including layout, branding, and vector graphics
- Built using HTML, CSS and Bootstrap

Rock Paper Scissors Lizard Spock
- Built a 1-2 player game and stylized it based on an 8-Bit Video Game
- Built using HTML, CSS, Javascript and NES.css

Education

CodeStack Academy (Aug 2023 - Current)
Full-Stack Web Development Program
- Immersive, instructor-led training (40 hours/week) focused on full-stack web development
- Acquired comprehensive skills in C#, HTML, CSS, JavaScript, and TypeScript
- Developed proficiency in building responsive web applications and dynamic user interfaces
- Collaborated on team projects, employing agile methodologies and git version control

Weston Ranch High School (2017 - 2021)
Introduction to Game Design
- Unreal Engine: Node Editing, Map Editing, Trigger Events, HUD Design, VR Development
- Cube 2 - Sauerbraten: Map Editing
- Half Life 2 Hammer Engine: Map Editing, Trigger Events, Map Imports