Alexander Lecky

Software Engineer

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SKILLS

Ruby, Rspec, Rails, JavaScript, React.js, Redux, Jasmine, PostgreSQL, Node.js, MongoDB, Express, jQuery, Git, HTML5, CSS3, AWS, Babel

PROJECTS

ART-ifacts (Team Leader)   Live Site | Github

A MERN stack web application that allows users to discover artwork from history by interacting with a 2D world map and a timeline slider. Users can then favorite viewed art and create a collection that will be shown on their profile page.
Tools & Features: Javascript, HTML5, CSS, MongoDB, Express, React, Redux, NodeJs, REST, Full Crud, User Auth

- Utilized **MongoDB** as the database, alongside **Express** and **Node.js** for the backend technology stack, leveraging the flexibility of NoSQL and the simplicity of a lightweight web framework to ensure smooth data storage and retrieval
- Managed **GitHub** repository and README, and constructed schedules, deadlines, team goals, and the project's overall vision
- Crafted **RESTful** methods to retrieve artworks from diverse cultures and historical periods via the **Cleveland Museum of Art API**
- Developed web security measures with **JWT token**-based **user authentication** and **CSRF** protection through custom **Node.js** and **Express** functions

Tenner (Solo Project)   Live Site | Github

A clone of the freelance website Fiverr.
Tools & Features: Ruby, Rails, HTML5, CSS, Javascript, PostgreSQL, React, Redux, JBuilder, REST, Full Crud, User Auth

- Developed the full **Ruby-on-Rails** back-end **API**, utilizing **PostgreSQL** as the database, to pass **JSON** to the front-end
- Employed **Active Record** to streamline database interactions and simplify **data modeling**, resulting in **efficient data storage**, **retrieval**, and **manipulation**
- Integrated **AWS S3** for user profile and 'gig' image uploads, enhancing the personal user experience
- Implemented **React-Redux** for global state management, complementing the **CRUD** features like **login**, **logout**, and review

Blockout (Solo Project)   Live Site | Github

A multiplayer game built in Javascript where players battle each other to be the last one standing. A winner is declared when a player 'falls' through the battle area because of their opponent breaking the ground beneath their standing.
Tools & Features: Javascript, HTML5, CSS, Canvas, Babel, Webpack, OOP

- Leveraged the power of the **Canvas library** and applied the principles of **object-oriented programming** to create dynamic, adaptable game features
- Crafted the game with two distinct modes: **local multiplayer** and single-player. In single-player mode, a **computer player** was meticulously developed to serve as the opponent
- Ensured an intuitive and user-friendly interface by employing proper **HTML** structure and cohesive **CSS** styling

EXPERIENCE

Chancejs - *Open Source Javascript Library*   **Oct 2023**

- Designed and implemented a function that allows users to generate a random music genre from a list of over 600 genres
- Crafted unit tests with **AVA** for code to ensure that functionality remained intact while developing
- Comprehensively documented the function's purpose and provided clear use instructions in a markdown file

English as a Foreign Language Teacher - *Smile English, Moscow, Russia*   **Dec 2018 - Mar 2022**

- Created and adapted a wide range of materials and resources including textbooks, handouts, audiovisual aids, and online platforms, to meet the needs and interests of different age groups, proficiency levels, and learning goals
- Fostered a positive and inclusive classroom environment by promoting mutual respect, active participation, and collaborative learning

Education

App Academy - Full Stack Development   **Jan 2023 - Apr 2023**
Stafford House International - Certificate in English Language Teaching to Adults by Cambridge   **Sep 2018**