

Alexander Lecky

Software Engineer

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[Portfolio](#) | [LinkedIn](#) | [Github](#)

SKILLS

Ruby, Rails, JavaScript, Mongo, Node.js, Express, jQuery, React.js, Redux, SQL, Git, HTML5, CSS3, Canvas, AWS

PROJECTS

ART-ifacts [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: Javascript, HTML5, CSS, MongoDB, Express, React, Redux, NodeJs

- 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.
- Acted as Team Lead to create a well-maintained **GitHub** repository by employing the **Agile workflow** and oversaw the management, approval, and security of our repo.
- **Fetch**ed a diverse range of artworks from various cultures and time periods from the **Cleveland Museum of Art API**, enhancing the app's content and user experience.
- Implemented **web security** measures including **user authentication** and **CSRF protection**, achieved by skillfully crafting custom functions using Node.js and Express, fortifying the application against unauthorized access and data breaches.

Tenner: [Live Site](#) | [Github](#) A clone of the freelance website Fiverr.

Tools: Ruby, Rails, HTML5, CSS, Javascript, PostgreSQL, React, Redux, JBuilder

- Developed a reliable **Ruby on Rails** backend **API** that utilized **PostgreSQL** as the database technology, that works seamlessly with the frontend technologies.
- Employed **Active Record** to streamline database interactions and simplify **data modeling**, resulting in **efficient data storage, retrieval, and manipulation**.
- Integrated **AWS S3** allowing users to upload images for their profile page and 'gig' creation, creating a more personal experience for the user.
- Developed a responsive and modular interface using **React**, enabling efficient code management and easy updates for enhanced usability. Incorporated Redux for streamlined state management, ensuring smooth data flow and simplified handling of application states.

Blockout: [Live Site](#) | [Github](#) A 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: Javascript, HTML5, CSS, Canvas

- Utilized JavaScript's **Canvas** library and object-oriented programming principles to create flexible and adaptable game features, seen mostly in the dynamic shrinking of the board during gameplay.
- Ensured an intuitive and user-friendly user interface by employing proper **HTML** structure and cohesive **CSS** styling.

EXPERIENCE

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