MIKE GEE

510-858-6785 | michaelcgee93@gmail.com | mikegee.me | github.com/mikeg212 | linkedin.com/in/mikeg212

SKILLS

JavaScript, React.js, Redux, Docker, D3.js, Ember.js, Ruby on Rails, GraphQL, Git, Cypress, Test Driven Development, Behavior Driven Development, GraphQL, Agile, AWS

EDUCATION

App Academy - Fullstack Developer 2018
Coursework: React.js, Ruby on Rails, Object Oriented Programming, MVC framework, algorithms
Georgetown University - BS International Economics 2011-2015
Honors Thesis: The Statistics of Home Field Advantage in Baseball's Playoffs

EXPERIENCE

JavaScript Engineer
Gliffy | *(JavaScript, Canvas, Ember.js, Cypress.io, Selenium)* Dec 2019 - Nov 2020

- Designed interactive and configurable data-driven pie charts with D3.js.
- Implemented node duplication shortcuts to streamline user experience.
- Debugged and refactored 200+ failing Selenium test steps.
- Designed, implemented, and oversaw migration from Selenium to a new automated Cypress framework with Jenkins jobs.
- Held internal meetings to onboard engineering and QA teams to Cypress and wrote step-by-step documentation for how to set up and use Cypress and Selenium frameworks.

PROJECTS

Spidergram | *(Ruby on Rails, React/ Redux, Webpack, PostgreSQL, AWS)*
https://github.com/mikeg212/spidergram
Photo sharing platform inspired by Instagram

- Designed a RESTful Rails API to serve a single page web app from a PostgreSQL database.
- Created an instant search feature utilizing React's re-rendering on state change to send AJAX requests and fetch results dynamically as the user types.
- Applied ActiveRecord eager-loading on associations to eliminate N+1 queries and streamline backend API requests.
- Integrated ActiveStorage by compressing image files by 75% and storing them in S3 for greater scalability.

SleepyTetris | *(HTML, CSS, Canvas, JavaScript)*
https://github.com/mikeg212/sleepytetris
Dark mode tetris game

- Built a self-regenerating pool of available pieces and utilized the Fisher-Yates shuffling algorithm to create even piece distribution.
- Utilized an event-driven paradigm to allow users to continuously drop pieces while updating the game field.

INTERESTS

Eagle Scout, Taekwondo black belt, board games, stand up comedy, Michael Lewis (Moneyball), personal finance