Victor Flores

Fullstack Web Developer

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TECHNICAL SKILLS

Proficient: *JavaScript, HTML5, CSS, React / Redux, Git, Express, PostgreSQL, Node.js, Next.js, Framer Motion,*
Knowledgeable: *TypeScript, React Native, C#, PHP*

TECHNICAL PROJECTS

Unreal Engine 5 | Solo | March/2023 |
https://youtu.be/u6OTcVRpZV0
Just a fun, little open world game which demonstrates just a fraction of the power of Unreal Engine 5.
- Learned how JavaScript programming can tie into other types of programming such as game development.
- The technology used was Unreal Engine 5 along with free marketplace assets.
- Skills learned/enhanced:
  - Visual coding: Utilizing Unreal Engine 5's blueprints to visually code such as creating variables, conditions, and interaction between objects.
  - Programming Concepts: Seeing the pattern on how similar program concepts are between different languages.
  - Time-management: Given 4 days, dove into a new technology and delivered a small, but interactive experience.

The Amazon Killer E-commerce | Full Stack Developer | March/2023 |
github.com/msPiggyFSA/grace_Shopper/tree/production
A clothing ecommerce site which tested and challenged our knowledge of React, Redux, and database systems.
- Created an ecommerce website that allows users and guests to purchase clothing items.
- Some key technologies used were React/Redux for frontend and state management, PostgreSQL with Sequelize, Framer-Motion for a reactive user interface, and NodeJs for the backend.
- Skills learned/enhanced:
  - Team Strategy and Development: Worked with my team to organize and build a structured plan for the website.
  - Time-management: Ensured that I was on time with website deadlines and present for team meetings.
  - Prioritization: Hand in hand with time-management, I made sure to prioritize things that needed to get done with the website before focusing on much smaller tasks given time constraints.

Shonen Throwdown Capstone | Full Stack Developer | March/2023 |
https://github.com/Peppermint-Patties/Shonen-Throwdown
An online anime card game that provides a fluid user interaction experience and entertainment.
- Planned and built an online multiplayer anime card game with a team of 4 in under a month.
- Some key technologies used were Next.js, Redux for state management, Supabase for multiplayer and database, and Framer Motion for page transitions and visual game effects.
- Skills learned/enhanced:
  - Expanding on previous knowledge: Used Framer Motion to create the gameplay experience, Redux to handle game state, and used invisible components to handle checks and game logic during gameplay.
  - Resilience: Worked for days and hours on end because we got stuck figuring out how to use Supabase Realtime for our use-case, but we persisted and figured it out.
  - Experimenting: We decided to learn Next.js despite not having any prior experience with it.

Portfolio Website | Solo | July/2023 |
https://revised-portfolio-eta.vercel.app/
An alpha version of my original portfolio that showcases my understanding of CSS positioning and Flexbox.
- Revisited CSS fundamentals to fill in gaps in my knowledge and implemented them in this project.
- Tech stack currently includes Next.js but plans to implement Framer Motion are in way.
- Skills learned/enhanced:
  - Fundamentals: Enhanced understanding of CSS positioning and Flexbox.
  - Mobile experience: Utilizing CSS positioning and Flexbox to create a mobile experience first. Desktop will come after mobile has been implemented.

EXPERIENCE

Baker | Mikey V's Taco Shop | Georgetown, TX   February/2022 - November/2022
- Created a small menu of bread using my own recipes to go alongside their own menu.
- Mixed, shaped, and cooked 200+ tortillas a day for the front of the house plus an additional 100-200 tortillas for customer orders.
- Researched, created, and experimented with different recipes for the owner.
- Ensured that a safe and fruitful work environment was in place.

Soldier | U.S. Army | Fort Hood, TX   August/2018 - January/2022
- Lead squad sized and platoon sized teams.
- Mentored junior and senior leaders.
- Recorded and maintained accountability of over millions of dollars worth of Army equipment.
- Installed, maintained, and upgraded Army equipment to ensure serviceability.
- Strategically calculated and recorded risks and implemented mitigation procedures.
- Achieved the rank of Sergeant.
- Ensured that an entire battalion of soldiers had reliable access to barracks maintenance services and implemented a proper tracking system on issues currently present and issues that have been corrected.

EDUCATION

Fullstack Academy Web Development Bootcamp   November/2022 - April/2023
Full-time, Full Stack JavaScript Web Development Immersive

MILITARY SERVICE
- **Position: Gunner/Cannon Crewmember**
- **Branch: United States Army**
- **August 2018-January 2022**
- **Accomplishments:** Held a noncommissioned officer position as a Private First Class and properly created and implemented a system for barracks soldiers to report any issues that involved health, safety, and utilities.
- **Awards:** 1 Army Commendation Medal, 2 Army Achievement Medal, 1 Army Good Conduct Medal, 1 National Defense Service Medal, 1 Non-commissioned Officer Professional Development Ribbon, 1 Army Service Ribbon, 1 Overseas Service Ribbon