

Ar Nazeh

Front-end Developer

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SKILLS

Markup and styling

HTML5, CSS3, SCSS, PostCSS.

Front-end

JavaScript(ES6), TypeScript.

DOM manipulation

Plain JS, React, Vue, Svelte.

Data manipulation

Redux, Vuex, Svelte store.

Versioning systems

Git

Tooling and scripts runners

Webpack, Rollup, NPM, Yarn.

Testing

Jest, Rspec.

Design

Figma, Photoshop.

Back-end

Node.js, Ruby, Rails, Express.js.

Creative Coding

Canvas API, P5js.

Data query

MySQL, PostgreSQL.

Static site builders

Gatsby, Sapper.

EDUCATION

Alexandria University

B.Arch. Architectural Engineering

09-2008 – 06-2014

PAST EXPERIENCE

3D Game Artist

2016 – 2019

EXPERIENCE

Microverse

Software Developer and Mentor

06-2019 – present

- Spent 2000+ hours mastering algorithms, data structures, and full-stack development while simultaneously developing projects in Ruby, Rails, JavaScript, React, and Redux.
- Developed skills in remote pair-programming, using Github, industry-standard git flows, and daily standups to communicate and collaborate with international remote developers.
- Mentored 2 students, with weekly check-in meetings.
- Contributed to the school's linter configuration public repository.

OPEN-SOURCE

Reactist

02-2020

Added name-spacing to prevent Reactist's CSS selectors from "leaking out" to user styling.

React-boilerplate-typescript

02-2020


Fixed auto-generated containers, to produce no linting issues.

PROJECTS

Single Stroke

Generative art web app

04-2020

- Designed, developed, and launched on Producthunt .
- Used by an average of 100 daily visitors.

PUBLICATIONS

Invisible Barriers That Prevent You From Learning Web Development and How to Break Through Them

HackerNoon

09-2019