

TECHNICAL SKILLS

Next.js, React, React Hook Forms, MongoDB, Node, JavaScript, RESTful APIs, HTML/CSS, GitHub

SUMMARY

Experienced Full-Cycle Recruiter with a passion for technology and a drive to create meaningful user experiences. Leveraging a strong foundation in talent acquisition and an inherent understanding of human behavior, I have successfully **transitioned into a React Frontend Developer** role. With a deep appreciation for both people and code, I bring a **unique blend of skills** that empower me to build user-centric web applications while fostering collaborative, diverse teams.

PROFESSIONAL EXPERIENCE

React Frontend Developer | GCOM Partners | Milwaukee, WI

March 2023 – Current

- Spearheaded the development of a feature-rich frontend application using cutting-edge technologies, including Next.js 13, Chakra UI, React Hook Forms, React, JavaScript, and Storybook.
- Single-handedly owned the end-to-end frontend development, conceiving and crafting all visual components, driving the project's user interface from concept to reality.
- Demonstrated leadership and commitment to team growth by coaching and mentoring junior developers in the intricacies of React and functional components, fostering a culture of continuous improvement.
- Faced a formidable time constraint and emerged triumphant by delivering a complete frontend web application on schedule. The innovative use of reusable functional components ensured both swift development and a remarkable client experience.
- Exceeded client expectations to such an extent that our contract was extended, reflecting our exceptional commitment to delivering high-quality solutions and outstanding client satisfaction.

Freelance Web Developer | Remote

August 2022 – March 2023

Technologies: MongoDB, Express, React, Node

- Created portfolios and gaming resources pages which helped students during the interview process and saved time for gamers.
- Lead a class on React and JavaScript fundamentals to help other career transitioners.

Talent Acquisition Specialist | Cielo | Brookfield, WI

June 2018 – May 2022

- Team Lead tasked with creating offer packages and processing onboarding tasks.
- Managed and handled Career Fairs, Recruitment Events, and Candidate Travel.
- Hosting and Evaluating Candidates In Interview Screenings
- Auditing high volume teams to manage candidate flow.
- Updating candidate profiles through various Applicant Tracking Systems (ATS)

EDUCATION

TECH I.S. | Web Development

Completed 2022

University of Wisconsin - Milwaukee | Human Resources

2016-2019

Full Stack Developer Certificate

Programming Foundations: Algorithms Certificate

Programming Foundations: Object-Oriented Design Certificate

Personal Projects

Full Stack Web Application | MERN - MongoDB, Express, React, Node | MMORPG Resource Website

Technologies: MongoDB, Express.js, React.js, Node.js

- Collaborated with other developers in the gaming community to put together a web application that provides information in a convenient area to speed up player progression.
- Fetching data and hosting it in a convenient and accessible location has increased progression speed by up to 45%. (Numbers compared during speed runs)
- Created as a free resource to support the community, it has received positive feedback and support. With plans to incorporate ideas from other members of the community, there will be more features implemented.

Player Profile MOBA API

Technologies: MongoDB, Express.js, React.js, Node.js

- Using Riot Games' public API, this website searches for a given name and returns their player profile and details.
- When the page is rendered, the useEffect hook on mount sends a GET Request for the JSON data. Upon success, stores the JSON data to the state, then compares it to the given search string.
- The client sends CRUD requests to the server which then communicates to the MongoDB database.

2D Fighting Game - Vanilla JS

- Created with Object Oriented Design and Programming fundamentals.
- Characters were created under a class with objects inheriting shared characteristics from it.
- Refactored the code using polymorphism and was able to remove Switch/Case or long If/Else statements.