

Philip A. Vargas

Los Angeles, CA

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Education

Dev Bootcamp Alumni 2014

UC Santa Barbara 2012

B.S. EE | Minor in Chemistry

Skills

JavaScript	Ruby
ES6	Rails
CoffeeScript	TDD
React JS	Rspec / pry
Flux Design	Jasmine
JQuery	Mocha / Chai
Gulp	Jest
Git	MySQL
Vim	PostgreSQL

Interests - In Progress

-Developing skills in RoR and Javascript.

-React JS following the Flux architecture with JEST testing.

-Highly invested in testing using TDD, with Rspec, Jasmine, Mocha, and JEST.

-Interested in learning Server-Side Javascript frameworks.

OSS Contributions to:
facebook/jest [1]
eslint/eslint [1]

Production experience participating in full lifecycle of legacy application after graduating from competitive developer accelerator, Dev Bootcamp. Focus in Ruby on Rails, JavaScript/CoffeeScript, ReactJS with Flux, employing MVC, OO, and Agile Design. Familiar with TDD, Rspec, Mocha, JEST, and Jasmine testing. Heavy desire to branch out to Mobile Development, work with ES6, and server-side JavaScript.

Work Experience

Software Engineer, Overseer.net
Los Angeles, CA 08/14 - Present



- Participate in full scrum cycle of Application
- Maintain and rework legacy codebase
- Work closely with and innovating solutions for Email marketing team

Mobile QA Tester, Disney Interactive
Glendale, CA 07/13 - 01/14



- Performed analytics verification of third party libraries
- Meticulously verify mobile applications meet various specs and third party compliances (E.g. Apple, Google, COPPA).

Projects

Tetris | 07/15

<https://github.com/PhilVargas/tetris>

<http://philvargas.github.io/tetris/>

- Implemented fully functional tetris game including scoring, custom settings, hold piece, start/pause/restart and more.
- Coffeescript, ReactJS + Flux, Sass + Foundation, compiled with Gulp

Whats for Lunch? | 04/15

<https://github.com/PhilVargas/whats-for-lunch>

<https://philvargas-whats-for-lunch.herokuapp.com/>

- Integrated ReactJS, Coffeescript, and Jest into rails App with Gulp
- Client-side code built using Flux architecture with React
- Utilized raw SQL to execute complex queries

Game of Afterlife Reboot in Vanilla JS | 04/14

https://github.com/PhilVargas/js_game_of_afterlife

http://philvargas.github.io/js_game_of_afterlife/

- Conway's Game of Life Hackathon Project ported to ES6 Javascript
- Employed OO JS (ES6) and Mocha+Chai TDD, and Sass