Edwin J. Ramos

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Software Engineer currently specialising in web development with experience in JavaScript, Typescript, React.js ,Node.js , Ruby, Ruby on Rails and Java. I discovered software engineering out of curiosity and a strong desire to produce user accessible and highly functional applications designed to entertain and solve complex problems. I bring strong team-building skills and great energy to help companies build great products and have fun doing so.

TECHNICAL EXPERIENCE

Event Hub - [Frontend Repo](#) / [Backend Repo](#)
[Live Site](#) (wip)
Stubhub like application where you can browse/search and purchase events of all types
• Provides a nice and clean user experience with React JS, and SemanticUI HTML5 components
• Displays real-time event information using 2 Ticketmaster API's and Google Maps
• Robust, no-nonsense Rails backend that can be easily expanded to accommodate more front end features

Stock Buyer - [Frontend Repo](#) / [Backend Repo](#)
[Live Site](#)
Search and Buy stocks with real time info, see your transaction and purchase history
Project for NYC Tech Talent Pipeline, ongoing assessment for Oscar Health Apprenticeship Program.
• Built within the timeframe of 7 days as per required deadline
• Fully functional User Authentication with JWT and BCRYPT
• Elegant and Simplistic UI built with React.JS and Semantic UI HTML5 Components
• Accurate real time stock data with 2 AlphaVantage API's in use

Reactdex - [Frontend Repo](#) / [Backend Repo](#)
[Demo Video](#)
A fun Pokemon Pokedex navigation site with a team building feature / Paired Programming Project
• Delivers simplistic front end features delivered with React JS, clean looking HTML features with Semantic UI
• Displays accurate and specific information for each pokemon in accordance to the Official Pokemon API through the backend
• Implemented modern authorization features with JWT and BCRYPT to ensure security of users and their teams

Geometric Warfare - [Fullstack Repo](#)
Geometry wars inspired game with fun game physics and scaling difficulty / Paired Programming Project
• Presents robust game physics with the popular Phaser3 JS game library
• Delivers complex game logic with increasing difficulty and eye popping scoring system
• Ruby on Rails backend to offload asset manage on the game frontend

Programming Languages/ Frameworks/Tools -
Javascript/Typescript - 2 years worth of experience through projects. Proficient in React.JS/Node.JS
Ruby / Ruby on Rails - 1 years worth of experience through projects. Proficient in Rails.
HTML5/CSS3 - 1.5 years worth of experience through projects. Obviously for Web Development
Java - Less than a years worth of knowledge, used in University.
Frontend / Backend/ Fullstack Development - All of my projects Utilize these modes of development through Web Development.

EMPLOYMENT HISTORY

Target #1344, Elmhurst, New York
Logistics Associate   *June 2018 - Present*
• Worked with other team members and leader to ensure smooth daily operations
• Performed a variety of backroom and store tasks to provide great customer experience
• Quickly cross-trained to fulfill store needs and deficiency of staffing in certain departments

EDUCATION

Flatiron School - New York, New York - *2019*
• Full Stack Web Development/Software Engineering, Ruby/Ruby on Rails and JavaScript/React 15 week immersive program

CUNY Queensborough Community College - Bayside, New York - *2016-2018*
• Associates: Liberal Arts

CUNY Queens College - Flushing, New York - *6 months*
• CS101 - intro to CS , CS110 - Intro to Algorithmic Problem Solving