

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) - [event-hub-site.herokuapp.com/](#)

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 - [nycttp-frontend.herokuapp.com/](#)

Search and Buy stocks with real time info, see your transaction and purchase history

Required Project for NYC Tech Talent Pipeline

- 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 - [youtube.com/watch?v=3cc1s6kSAmM&](#)

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