

Edwin J. Ramos

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Full stack web developer and software engineer with a passion for learning and growing bringing with me experience in Ruby on Rails, JavaScript, and React. I discovered web development out of curiosity and a strong desire to produce user accessible and highly functional applications designed to entertain and solve practical problems. I bring strong skills in team-building and project management that help companies make great products for everyone and offer better services to the public.

TECHNICAL PROJECTS

Event Hub - github.com/Ramos159/eventhub-frontend / github.com/Ramos159/eventhub-backend

Live site (wip) - <https://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 components
- Displays real-time event information using 2 Ticketmaster API's and Google Maps
- Intuitive, simple information pages for both Events and Venues, and a specific event at a certain venue based on navigation
- Robust, no-nonsense Rails backend that can be easily expanded to accommodate more front end features

Reactdex - github.com/Ramos159/Reactdex-frontend / github.com/dankomong/Reactdex-backend

Demo Video - <https://www.youtube.com/watch?v=3cc1s6kSAmM&>

A fun Pokemon Pokedex navigation site with a team building feature

- 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
- Presents a nice and fun team building feature, with each user being able to create as many teams as they please
- Implemented modern authorization features with JWT and BCrypt to ensure security of users and their teams

Geometric Warfare - github.com/Ramos159/geometric-warfare

Geometry wars inspired game with fun game physics and scaling difficulty

- 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

TECHNICAL SKILLS

Ruby, Rails, SQL, JavaScript, React, Node.js, Back-end Development, Front-end Development, HTML, CSS

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

Toys R US, Long Island City, New York

Backroom Associate

October 2017 - June 2018

- Maintained and stocked sales floor and warehouse to company standards
- Fulfilled online orders for in-store pickup and shipment using various technologies

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