

Ray Millet

New Orleans, La
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Skills

Git Workflow, API calls, Node.js, Cloudinary, Express.js, CSS, jQuery, HTML, React, Angular, Axios, CSS Parallax, PostgreSQL, Material-UI, MongoDB, Sequelize, SQL, Heroku, Socket.IO, TensorFlow.js, DigitalOcean, AWS

Projects

Dark Matter Disco — *Software Engineer, Scrum Master*

Virtual Dance Party

- Executed friends feature with Sequelize queries to a PostgreSQL database to maintain data integrity for monitoring user friend requests
- Programmed virtual dancer to track and render real-time body movement through TensorFlow.js
- Constructed song player feature for synchronized music management among users with YouTube API and Socket.IO

Paws and Found — *Software Engineer*

Social media App for tracking lost pets

- Rendered interactive map using Google Maps API for consistent geolocation
- Achieved amplified communication between users by creating commenting ability using Sequelize queries to a PostgreSQL database
- Introduced Cloudinary widget for end-to-end image management allowing users to upload lost pet images

MovieBuff — *Software Engineer*

Movie finder App

- Displayed movie theatre showtimes for a given location using Gracenote Developer API and CSS Parallax scrolling for a more interactive UI
- Established push notifications with react-toastify for easy behavior customization and real-time user feedback
- Generated a night mode feature for enhanced UX through Material-UI

Experience

Breaux Mart Supermarkets - Cashier 12/2014 - 11/2015

Dave and Busters - Game Technician 7/2018 - 4/2019