Robert Hubert

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SKILLS

React.js, Node.js, Express, Ruby on Rails, JavaScript, jQuery, Ruby, Redux, SQL, Git, HTML5, CSS3, MongoDB, AWS

PROJECTS

Fishables   Live Site | Github

Fishables is a clone of instructables, built using React.js, Redux, Ruby on Rails, AWS, postgreSQL, HTML5 and CSS

- Created user authorization from scratch, using React and Rails. Libraries used to do this are BCrypt and SecureRandom. Utilized full MVC framework to accomplish this task.
- Utilized AWS services to both seed and store data such as images and videos. In using AWS, I was able to both allow both seeded data and user uploaded data, utilizing Active Storage.
- Using asynchronous actions , was able to streamline the uploading project form into being both an edit and create form, rendering which one was required depending upon where the client is in their upload process. This allowed for ease in adding and removing steps to projects, saved lines of code, and created a more responsive and seamless UI.

Newsy App   Live Site | Github

Using Node.js, React, Express, postgreSQL, Sequelize and numerous other technologies and remote APIs created a News Aggregator

- Incorporated several remote API's from various sources to real-time fetch news articles, weather updates, tweets and more. From that point selected which of these to store in the database to enable user-interaction.
- Used React/Redux and Axios to get articles from the database as well as the content associated with these articles, and determine what was relevant to be stored in state.
- Created User Auth in a different framework than fishables, and did so with BCrypt. User Auth was instrumental in allowing users to interact with posts and store their comments, likes and follows in separate tables in the database.
- Used Sequelize as well as raw SQL when necessary for queries to database.

Brick Breaker Special Edition   Live Site | Github

Implemented Brick Breaker game with vanilla JavaScript, HTML, and CSS. Added special features using solely those technologies.

- Used a canvas element in HTML to draw game on. In addition to that added an additional canvas element that displayed background sprites that were placed dynamically in game play, and behaved differently depending on situation.
- Measured, drew and calculated movements of multiple features including balls, paddles, power-ups, and particles.
- Designed a score system and implemented difficulty levels.

EXPERIENCE

Intern

Mojiit Inc, September 2018 - Dec 2018

- Aid in the management of company social media, including execution of marketing strategies.
- Responsible for customer experience and communicating customer needs to management and technical team using admin tools.
- Collect and communicate market research to management, and execute strategies based off it.

Education

App Academy (Spring 2019)

Immersive software development course with focus on full stack web development, with a focus in Ruby on Rails, JavaScript, SQL, MongoDB, Node.js, Express, React.js, Redux and more.

Arizona State University (Graduated December, 2018) *BA - Interdisciplinary Studies (Organizational Studies)*