

# Robert Hubert

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[github.com/Roberthubbs](https://github.com/Roberthubbs)

## Skills

React.js, Ruby on Rails, JavaScript, Ruby, jQuery, Redux, SQL, Git, HTML5, CSS3, d3, socket.io

## Projects

### Fishables

[fishables.herokuapp.com](https://fishables.herokuapp.com) | <https://github.com/Roberthubbs/Fullstack>

*Fishables is a clone of instructables, built using React.js, Redux, Ruby on Rails, AWS, postgresSQL, 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.

### Dr React Mario

[dr-react-mario.herokuapp.com](https://dr-react-mario.herokuapp.com) | <https://github.com/mschl0ss/dr-react-mario>

*Made a multiplayer clone of Dr. Mario using MongoDB, Express, node.js, socket.io, React, and Redux*

- Utilized Websockets, through the library socket.io. These websockets were used in conjunction with react to communicate the current game state on one client's machine and to set that same state on another machine. This resulted in allowing the use of rooms and lobbies for multiplayer games.
- Aided in building a single page interface with React and Redux. Components included forms for joining a game, generating a single player game, and sharing game name to enter into another players room. This included storing game and player names in MongoDB.
- Used axios to build custom routes and allow for cleaner, easier to understand URLs for clients.

### Income Visualizer

<https://roberthubbs.github.io/censusDataVisual/dist/index> | <https://github.com/Roberthubbs/censusDataVisual>

*Used survey data from a publicly available API to visualize how income amounts differ across states, using vanilla JS and d3.*

- Worked with a public API through data.gov. This required using asynchronous actions to deal with large and cumbersome API calls that required formatting before they could be properly accessed.
- Used d3 to visualize the data and prevent a clean user interface for clients to easily use and understand the data. D3 visualizations were used inside of asynchronous calls and then translated into HTML5 appendages.

## Experience

### Management 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.
- Collect and communicate market research to management, and execute strategies based off it.

### Starbucks Corporation

*Shift Supervisor*

April 2013 - April 2019

- Responsible for handling and depositing money.

- Manage, maintain and order inventory to ensure customer needs are met.
- Manage employees currently on the clock, including responsibility for placing employees in positions where they can succeed, managing their breaks, and aiding in customer interactions.

## 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)*