# **JONATHAN CALIXTO**

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# SKILLS

JavaScript, React, Redux, HTML, SCSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku

## **PROJECTS**

Lumines (Javascript, Canvas, SCSS)

live | github

Puzzle game clone based on Lumines in which the user must form 2x2 blocks with the use of Javascript and Canvas API.

- Users rotate and move 2x2 cubes on a grid through the use of simplified controls incorporating EventListeners and timed-events to manage collision detections.
- A "timeline" scans the board for 2x2 blocks of the same color for deletion periodically and immediately deletes and shifts remaining blocks to allow for a seamless experience for the user as they attempt to reach high scores.

**PXelation** (Rails, ReactJS, PostgreSQL, Heroku)

live | github

Clone of popular photography website 500px, created through the use of a React/Redux frontend and Rails/PostgreSQL backend.

- Managed user authentication through the use of a Rails/PostgreSQL backend that encrypts the users passwords by incorporating BCrypt encryption and SecureRandom for a safe user's experience.
- Implemented photo upload through the use of 3rd party service, Amazon Web Services. Images are linked to a user's account and made discoverable on the main page for all users to see.

Dessert & Drinks (MongoDB, Express.js, React/Redux, Node.js)

live | github

Group project using the MERN stack to create a browser based program to locate desserts/drinks within an area

- Integrated the Google Maps API and Yelp API to ping a user's chosen location and return a curated list of businesses.
- Users choose a theme of desserts or drinks to receive a selection of spots with the help of a custom algorithm able to produce specific locations based on their preferences.
- Designed front-end UX/UI in Javascript using React.js/Redux.js to provide users with an effective single page application accomplished with the use of modals and state management.

# **EXPERIENCE**

## **Garnishment Specialist**

NYC Marshal Stephen Biegel

Nov 2016 - March 2020

- Monitored database in proprietary software (IPE SYSTEM) created for NYC Department of Investigation
- Trained and oversaw a team of four garnishment specialist trainees to use the IPE System.
- Negotiated with financial institutions to enforce New York Civil Practice Law and Rules (CPLR)

#### Team Leader - Back of House

Pret A Manger

May 2013 - Nov 2016

- Helped hit and exceeded weekly production and sales goals greater than \$15,000 and earned our store a regional award for outstanding customer service.
- Oversaw a team of eight team-members as the production of over 400 daily food items was made while maintaining DOH standards of a clean and hygienic environment.

## **EDUCATION**

Web Development - App Academy

March

2020

- Immersive software development course with a focus on full-stack web development, which entailed 1000+ hours of coding.

### Brooklyn College - City University of New York

Spring 2012

- Studied for a Bachelor of Sciences in Physics while minoring in Computer Science