

SETH BARRIE

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SKILLS

Software Engineer, proficient with technologies like: Javascript, React/Redux, Ruby/Ruby on Rails, Node.js, Express.js, HTML5/CSS3, Sass, AWS, PostgreSQL, jQuery, Git, Heroku, Webpack, MongoDB, Mongoose.js, Netlify, and SQL.

PROJECTS

Dogflix

[Live Site](#) | [Github](#)

A pixel perfect full stack clone of Netflix with React front end, Ruby on Rails back end, and AWS DB

- Engineered popout movie players upon hovering. The design is based off classic Netflix, components were built with React Hooks, integrating AWS s3 and, styled heavily using Sass.
- Designed a responsive carousel to display movies. Engineered from scratch, it was built entirely with React Hooks and Javascript with no external library, with consistent performance. Scales with browser size seamlessly.
- Integrated movie controls to movie player, with back-end calls saving settings server-side to enhance UX.
- Added custom React Hooks to assist in performance testing, diagnosing bugs, and maintainence.
- Documenting code and what outputs to expect for readability and following best web design practices.

Job-plz

[Live Site](#) | [Github](#)

A web application to aggregate searches for jobs using multiple API's. Built on the MERN stack

- Engineered a search engine, utilizing several APIs to organize postings for a clean UI. Styled with CSS and built with React.js and integrated with Mongoose.js, the applications even keep the company brand!
- Developing a system to save postings to mongoDB, while the back-end doesn't query the DB unless the user saves a posting, eliminating writing unnecessary queries and keeping the front-end optimized.
- Collaborating with a team to have a high-level plan first and divide work based on proficiency of skill sets. Workflows consisted of daily Github pushes and troubleshooting before deploying the live website.
- Learned a variety of new frameworks, almost always from reading technical documentation.

Tower Climb

[Live Site](#) | [Github](#)

A short Javascript game that allows fluid movement inside HTML using vanilla Javascript

- Designing an intuitive user interface for users that also met specifications. Styled with CSS, the game engine runs entirely off of Javascript. Writing with modern ES6 classes, keeping code organized and modular.
- Engineered a custom collision system from an extensive knowledge and understanding of advanced collision systems and concepts.
- Added many debugging assets to the project, for ease of maintaining, testing, and quick bug fixes.

EXPERIENCE

Lead Craftsman

AAA Kartak, Jan 2015 - June 2020

- Trained and led a team of 4 people to install **\$50,000** of cabinet sales monthly, an increase of **50%** over 5 years.
- Exceeded company expectations by receiving **94%** positive reviews in 5+ years of 200+ customer interactions.
- Recipient of multiple awards, including Craftsman of the Quarter, and have had personal work featured in 2 home design magazines.

EDUCATION

- **App Academy** - Immersive and fast-paced software developer course with < **5%** acceptance rate, focused mainly on web development, datastructures and algorithms. (July 2020)