

Joshua Laikowski

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Sayreville, NJ

[Portfolio](#)

[Linkedin](#)

[GitHub](#)

SKILLS

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

PROJECTS

Landmarked

[live site](#) | [github](#)

Javascript, React, Redux, HTML, CSS, MongoDB, Mongoose, Node.js, Express.js, Heroku

An interactive online travel journal to keep track of your various adventures and share with friends!

- Harnessed the unidirectional state management of Redux to simplify React components and directly manage data for form inputs and form submissions.
- Stylized the page using CSS and React to make it professional and presentable.
- Used the Google Maps API to render a map and place markers for custom entries.
- Used Redux to maintain state, keep a user logged in, and manage the user interface.

Facepalm

[live site](#) | [github](#)

Javascript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Heroku

A clone of the social media giant Facebook, where you and your friends can facepalm together!

- Used Redux to maintain state throughout the application and organize user, post, and profile information.
- Stylized the page using CSS and React to make it professional and presentable.
- Used Ruby on Rails to manage requests and handle them properly, storing and pulling from a PostgreSQL database when necessary

AlternatePlanes

[live site](#) | [github](#)

JavaScript , React / Redux , Ruby on Rails , postgresSQL , CSS3 , AWS , Heroku , Webpack

A level based scifi game, where the user controls a scientist trying to escape a distant world with only his Plane Shifter on his side. Will you escape?

- Used Javascript to create a render loop and manipulate output depending on user input
- Used canvas to draw images on screen and create levels that change depending on the users current "plane of reality"
- Used keyboard input to control an on screen character and the "plane of reality"

Experience

Server | January 2021 - September 2021

On The Border

- Was responsible for ensuring customer satisfaction and accuracy of orders
- Mediated any problems that may arise and strategize with the kitchen for an effective solution

Help Desk Coordinator | September 2018 - December 2020

Video Corporation Of America

- Was responsible for receiving information on system errors from clients and opening a ticket based on the clients need
- Formulate a plan of repair and schedule technicians to carry out said repair
- Keep track of open tickets and maintain open lines of communication with the client until the system errors were resolved

On Site Technician | September 2018 - December 2020

Video Corporation Of America

- Troubleshoot system errors in a range of video/audio systems (Cisco, Catalyst, etc) and formulate a plan of repair.
- Was responsible for carrying out repairs on various systems, such as screen replacing screens,
- Maintained system functionality and ran proper maintenance.

Education

App Academy | Winter 2021 | New York, NY

Immersive software development course with focus on full stack web development