



JUSTIN PYKTEL

FRONT-END ENGINEER

GET IN CONTACT

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PROFESSIONAL SUMMARY

I am dedicated to creating sleek, modern, and seamless. I find that I really enjoy the creative freedom with Front-End development. I am looking for a full-time position where I can expand my skills and add to my tool belt.

SKILL TREE

- React & Router
- Redux
- Vue
- Angular
- Javascript (ES6 & ES5)
- SASS (SCSS & CSS)
- Git Workflow
- Agile Development
- OOP
- TDD
- Testing (Enzyme & Mocha)

EDUCATION

TURING SCHOOL OF SOFTWARE & DESIGN

Certificate: Front-End Engineering

- 8 month long program || 20 projects
- Main focus on building the fundamental skills and experience for a front-end career working in a team setting
- Curriculum in inclusivity and professional development
- Leadership roles:
 - Student Counsel: member
 - Anime Club: co-founder/president
 - 3D-Printing: lead-assistant

PROJECTS

(Click any project for link)

CODEWORDS Cross-Pol Project || [14-days] [4 devs]

<http://PlayCodewords.com>

- Learning Goals: Communication between Frontend & Backend teams to create a multi-client virtual board game
- We implemented websockets to communicate player interaction between the Frontend (React) and the Backend (Rails)
- Being our Capstone Project we poured a lot of effort into making this game the best. We are continuing the app to officially release it to a large player base

BUTTERFLIX MovieDB-Redux Project || [7-days] [2 devs]

<https://github.com/SiimonStark/ButterFlix>

- Learning Goals: Redux, Router, Async Javascript
- Web app implementing Routes and Redux to provide the user with a beautiful tool to assist them in keeping track of their watched movies

GAMESHELF React Project || [12-days] [3 devs]

<https://github.com/SiimonStark/GameCave>

- Learning Goals: React, Testing, Fetch calls
- Tool to help the user narrow down their decision on which video game to play. With a future iteration goal of monetizing the app

WHEEL OF THE APOCALYPSE OOP Project || [12-days] [2 devs]

<https://github.com/SiimonStark/Placeholder>

- Learning Goals: Testing, Vanilla JS and JQuery
- Fallout inspired version of Wheel of Fortune

PREVIOUS EXPERIENCE

TRILOGY EDUCATION Teaching Assistant (Oct'19 - Current)

- My experience teaching helps me to achieve a further understanding of JavaScript. As well as the opportunity to share my knowledge and give back to the tech community.

SENIOR REPAIR TECHNICIAN Cell Phone Repair (2017 - 2018)

- Responsible for running our location and wearing multiple hats
- Key roles include management and advanced repairs

TEAM SALES LEAD Meyta Firm (2016 - 2017)

- My experience here really helped strengthen my team leadership and communication skills
- As well as learning the foundations to providing the customer with a great value