• Front-end Developer •

Ulises Cabrera

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TECH SKILLS

Languages: JavaScript, HTML5, CSS3.
Frameworks/Libraries: jQuery, JavaScript Web App Frameworks (Angular.js, Knockout.js), JavaScript Testing Frameworks (Jasmine), Bootstrap, less, Ink for Responsive Emails, Foundation 5.
Other: Git/GitHub, Chrome Developer Tools, Critical Rendering Path, 60FPS Rendering, Object-Oriented Programming, Gulp.js, Sublime text, Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Microsoft Office.

SOCIAL SITES

GitHub - https://github.com/UlisesCabrera
Codepen - https://codepen.io.com/ulisescabrera
FreeCodeCamp - https://freecodecamp.com/ ulisescabrera
Udacity - https://profiles.udacity.com/u/ulisescabrera
LinkedIn - https://www.linkedin.com/in/ucabrera

PROJECT EXPERIENCE

Local Weather Web App
October 2015
• Single-page, responsive application built with Angular.js framework and hosted on codepen.io.
• Developed a full-page web app that shows the user current weather, displays an icon and different background images depending on the weather.
• User can also search the weather by entering a zip code, as well as seeing the temperatures on Fahrenheit and Celsius.

Random Quote Machine
September 2015
• Single-page, responsive application built with Knockout.js framework on codepen.io.
• Users can click a button to show a random quote and also tweet out the quote.

Neighborhood Map
August 2015
• Single-page, responsive application built with Knockout.js framework and hosted on GitHub Pages.
• Developed a full-page map that loads with 10 restaurants with details provided by the Place API of Google Maps in Bronx, NY.
• User can view recent pictures taken around the location (retrieved by AJAX request to Flickr API).
• User can view reviews of the location (retrieved by AJAX request to Yelp API).

Website Optimization
July 2015
• Optimized critical rendering path of existing website to achieve PageSpeed Insights score above 95.
• Implemented a workflow using gulp.js
• Eliminated inefficiencies in the website's scroll animation, site now scrolls at 60 frames per second.

Arcade Game Clone
June 2015
• Clone of the classic game, Frogger. Udacity provided the art assets and game engine.
• Coded player, enemies, and other game entities in JavaScript's object-oriented pseudo-classical style.

WORK EXPERIENCE

NewBay Media LLC
Fulfillment Coordinator
• Create HTML responsive e-mails using Zurb's ink framework.
• Create subscription pages using Bootstrap and JavaScript.
• Handle customer service for all the magazine apps.
• Deploy weekly and monthly emails to the subscribers.

EDUCATION

Full Stack Web Development Specialization
Coursera
Online | October 2015 - Present

Full Stack Web Development
Free Code Camp
Online | September 2015 – Present

Front-End Web Developer Nanodegree
Udacity
Online | August 2015

Certificate *in* **Computer Applications and Design**
New York Institute of English and Business