

San Francisco, CA
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LANGUAGES AND TECHNOLOGIES

Proficient: HTML5, CSS3, Ruby, Javascript, Bootstrap, Rails, Sinatra, AJAX, Node.js, + Express, Jade, jQuery, Git, MySQL, ActiveRecord, Heroku

Prior Experience: React, LESS, Socket.IO, FireBase, MongoDB, TDD(RSpec, Jasmine, Capybara

RECENT PROJECTS

TheHufts | Front End Engineer | <https://thehufts.herokuapp.com>

Web app that's used as a stock training platform, that allows you to upload and backtest your own algorithms.

- Designed the navigation bar, custom forms, and UI/UX of entire app using Bootstrap and custom CSS/JS.
- Applied the HighCharts API, a Dashboard/Admin type view is given, displaying given data onto the charts.
- Leveraged CodeMirror API to display a text editor for users to create algorithms to manipulate stock data.
- Migrated to EJS to embed JS logic in the view to determine what to display based on specific criteria.

B.A.C.E. | Full-Stack Engineer | <https://bacestimator.herokuapp.com>

Platform estimates a user's B.A.C. based on their weight, gender, time drinking, and ozs of alcohol drank.

- Created a friendly user experience with objects from the DOM moving on clicks, using Javascript/jQuery.
- Utilized Uber's API to let a user have the option to Sign In/Sign Up using an Uber Account.
- Engineered an algorithm that return a user's B.A.C. with the parameters that are filled in from a form.
- Wrote functional tests in a TDD environment to validate changes in the database and HTTP responses.

The Game| Back End Engineer | <https://github.com/cpbasham/TheGame-0.2>

'The Game' is a 2D Multiplayer Side-scrolling Shooting game.

- Implemented agile development methodologies with Object-Orientation and used MVC design structure.
- Formalized Node.js with MongoDB to hold new users, on-going/new game rooms, and user messages.
- Incorporated Socket.IO into client-side architecture with Express.JS/Node allowing real time game play.

CalTrain Departures | Full-Stack Engineer | <https://sfdeparturetimes.herokuapp.com/>

A service that gives real-time departure times for San Francisco Caltrain.

- Used HTML5 Geolocation API to gather user's coordinates and Google Maps API to display it on a map.
- Accessed the 511 transit API to retrieve the XML data that contains the Caltrain departure times.
- Developed an automated user experience by parsing a huge XML data object to display all possibilities.

EMPLOYMENT HISTORY

Jr Developer Mentor | Dev BootCamp, San Francisco, CA

Sept. 2015 - Current

- Troubleshoot errors with students by walking through the underlying logic and determining edge cases.
- Helped students on topics such as OOP best practices, ruby fundamentals, and algorithmic problem solving.

Sales and Marketing Affiliate | Vemma, Riverside, CA

Aug. 2013 - Nov. 2015

- Developed successful sales and marketing strategies which exceeded the revenue forecast every quarter.
- Mentored new sales affiliates to develop their skills in order to increase confidence and productivity.
- Established exceptional ability to achieve client marketing goals while supervising others simultaneously.
- Hosted and gave talks to over 200+ people at company networking events and training programs.

EDUCATION

Dev BootCamp, Software Engineering Immersive

2015

Riverside College, Computer Science

2012 - 2013