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Arturo Perez

LANGUAGES AND TECHNOLOGIES

Proficient: Ruby, Rails, Sinatra, JavaScript, jQuery, AJAX, Node.js, Express, Jade, Git, MySQL, PostGreSQL, ActiveRecord, Heroku, HTML5, CSS3, Bootstrap, Linux, Unix

Exposure: ReactJS, Backbone.js, D3, Socket.IO, FireBase, MongoDB, NoSQL, TDD (RSpec, Jasmine, Capybara), LESS

RECENT PROJECTS

TheHufts | Front End Engineer | https://thehufts.herokuapp.com   2016
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.

Notester | Full-Stack Engineer | https://notester.herokuapp.com   2016
Advanced note-taking tool for users to crowd-source information on specific topics, organized in a hierarchy.
- Followed single-page design pattern to allow for an intuitive, streamlined, and simplified UI/UX.
- Organized front-end logic using Backbone.js to handle the creation and saving of notes in the local storage.
- Constructed a highly integrated DB using ActiveRecord and PostgreSQL to establish polymorphic associations and self-referential tables to store users, notes, resources and tags.
- Visualized an interactive library of notes and associated subcategories as a graph data structure using D3.

B.A.C.E. | Full-Stack Engineer | https://bacestimator.herokuapp.com   2015
Platform estimates a user's B.A.C. based on their weight, gender, time drinking, and ozs of alcohol drank.
- Utilized Uber's API and Sinatra to give a user the option to Sign In/Sign Up with their 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   2015
'The Game' is an online 2D multiplayer side-scrolling shooting game.
- Implemented agile development methodologies with OOP design principles 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.

EMPLOYMENT HISTORY

Web Developer Mentor | Dev BootCamp, San Francisco, CA   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   2013 - 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.
- Hosted and gave talks to over 200+ people at company networking events and training programs.

EDUCATION

Dev BootCamp, *Software Engineering Immersive*   2015 - 2015
Riverside College, *Computer Science*   2012 - 2013