Liam Williams

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SKILLS **React, Rails, JavaScript, Ruby, jQuery, Redux, Python, Java, TDD, HTML5, CSS3, SQL, NoSQL, Git, Node, Express, Mongoose, MongoDB, SQLite3, PostgreSQL, Webpack, Heroku, RSpec, Jasmine, OOP**

PROJECTS

Dischannel(Ruby on Rails, JavaScript, React, Redux, CSS3, Webpack, PostgreSQL, Heroku, Node.js)   Live Site | Github
A Fullstack application clone of the popular communication application
- Utilized Rails' Action Cable to implement web-socket connections for live user-to-user chat
- Constructed Admin capabilities for users from Rails Active Record associations to have more control of the Servers and Channels they create to improve their experience with a distinct sense of personalization
- Optimized database usage by utilizing limited batch queries on the database to only display a certain amount of messages

groupThink (JavaScript, React, Redux, SCSS, Webpack, MongoDB, Mongoose, Node.js, Express.js)   Live Site | Github
Social website for the crowdsourcing of decisions by users
- Ensured minimal but engaging UI/UX design for users to reduce unnecessary application build up and allow for a more accessible application
- Leveraged embedded documentation of NoSQL with MongoDB to keep individual data entries memory and search efficient for faster query times
- Incorporated a gamification aspect to the site for user engagement on question asking and answering with a timer and user score with React Hooks for a higher potential for interaction and continued use for site longevity

A* Pathfinding (JavaScrip, Node, SCSS, Webpack, Canvas)   Live Site | Github
Visualization for understanding and teaching of the A* algorithm
- Constructed the A* algorithm following the $f(n) = g(n) + h(n)$ formula with the Manhattan Heuristic to allow for simplification of understanding for a user
- Designed a randomized mapping function to allow for the creation of randomized mazes for the algorithm to path through
- Ensured a comprehensive back story and overview of the algorithm and pathfinding for teaching users as they interact

EXPERIENCE

Unicom Engineering   **Plano, Texas**
Assembly and Integration Specialist
March 2020 – July 2021
- Implemented BASH and Python scripts to set up software and hardware for tech companies, and worked with the engineering team to isolate bugs on first article systems to improve procedures and code.
- Employed LEAN principles into the build and integration cycle to reduce work instructions creating clearer and concise documentation saving ~30 minutes per product from build error reduction and decreased document bloat in a catalog of 75 builds
- Trained 8 new hires as Assemblers to ensure best build techniques, and also trained 10 current employees on first article systems on building and integration.

Towne Park Valet
Shift Lead (March 2019 - August 2019)   **Plano, Texas**
Manager in Training (August 2019 - February 2020)
- Managed a team of 25 employees in a Downtown location with the second-highest transient customer count in the Metroplex
- Ensured proper on the job training for newly hired employees and continued development for current employees to keep the great work environment, customer satisfaction, and property rating that would be expected

Lone Star Valet   **Plano, Texas**
Team Lead May 2015 – July 2019
- Led a team of 15 at a high volume event location managing up to $1,000,000 of personal property per night
- Conducted on the job training for all new hires in proper safety management and job duties

EDUCATION

App Academy   **San Francisco, California**
Curriculum of Study in Web Development   August 2021 – December 2021
Dallas Community College   **Dallas, Texas**
Associates of Science (Concentrations: Kinesiology)   Class of 2017
Associates of Computer Science   January 2021 - present