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in LinkedIn (linkedin.com/in/ariel-martin-cohen)

GitHub (github.com/arielco777)

Portfolio (ariel-cohen-portfolio.vercel.app)

ARIEL MARTIN COHEN
WEB DEVELOPER

Profile Summary

Front-end web developer using React.JS, Node.js, and Java with a foundation in video game development using C# and C++. Passionate about crafting different genres of games and building intricate applications with an eagerness to learn new competencies.

Stack

- Java
- React.JS, Tailwind
- Node.js
- C#
- Python
- C++
- SQL
- MongoDB
- Spring
- REST

Softwares

- VS Code
- Eclipse
- IntelliJ
- Git, Github
- Unity
- Unreal
- Canva

Spoken Languages

- Spanish
- English
- French

Education

DEC: Computer Science: Video Game Programming - *Lasalle College, Montreal, QC*   *Jan. 2021 - May 2023*
- Learned to use Unity with C# and Unreal with blueprints and C++

AEC: Computer Science: Full Stack Java Web Developer - *MCIT, Montreal, QC*   *Jan. 2020 - Dec. 2020*
- Program back-end application in Java using Spring, REST, and SQL

Latest Work Experience

Full Stack Web Developer   *Sept 2023 - March 2024*
Logiciels Hadaly, Montreal, QC
- Development of Front-End in React and implemented back-end Python on web applications.
- Design front-end web development.
- Deployment of web applications (www.hadaly.ca and tradeen.ai)

Lead Front-End Web Developer *(Internship)*   *May 2023 - Aug 2024*
Logiciels Hadaly, Montreal, QC
- In charge of Front-End development for a startup.
- Designed front-end web development.
- Shipping of web application (tradeen.ai)

Warehouse Clerk   *Nov. 2022 - Apr. 2023*
JYSK, Laval, QC
- Customer Service and general warehouse chores.

Interests

- Learning to code. (Video games and front-end web app)
- Cooking
- Travelling
- Rock Climbing

Personal Projects

- Web-messaging app with rooms.
- Multi-API calls of different languages (Client->Node->Python->Java->MongoDB).
- Enemy AI that get angry each other if they are too close in Unity