Austin Torres

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Education

Associate in Science   **Sept 2019 - May 2021**

Union County College   Cranford, NJ

Skills

Languages   HTML5/CSS3, JavaScript

Frameworks/Tools   React, Bootstrap, Git, NPM, Figma, Jasmine

Projects

Game Database – Personal Project (https://poetic-rabanadas-1d8116.netlify.app)
Technologies used: HTML5/CSS3, JavaScript, React
Jul 2022

- The Game Database project was created for my own use and to familiarize myself with API's in React. The web app allows you to search for games by game console and game genre and sorted by Metacritic score. You can also search up a specific game or game series by typing in the name. Clicking on the game reveals more information about the game and uses Local Storage to remember what last searches that were made.

Personal Game Blog – Personal (https://www.couchpotatogamereviews.com)
Technologies used: HTML5/CSS3, JavaScript, React
May 2022

- This project is a personal gaming blog I created to write my thoughts on video games I played while simultaneously teaching myself how to use React. This project taught me how to use Routes, Props and State effectively.

Perfect Lighthouse – Personal (https://www.austintorresfrontend.com/perfectproject.html)
Technologies used: HTML5/CSS3, JavaScript, Bootstrap, Figma
Feb 2022

- The Perfect Lighthouse project was created to learn how to and obtain a Perfect Google Lighthouse Score. This project alone taught me a lot about SEO, Accessibility and Performance.

Xfinity Clone – Personal (https://www.austintorresfrontend.com/mockxfinity.html)
Technologies used: HTML5/CSS3, JavaScript
Feb 2022

- The Xfinity Clone project was created to demonstrate my ability to take a design and translate it into code. I made it as close as possible to the original site at the time.