

CAMERON RATLIFF

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TECHNICAL SKILLS

Proficient: JavaScript, React.js, Vue.js, Redux.js, Ruby, Ruby on Rails, Rspec, Node.js, Express.js, Sequelize, PostgreSQL, SQL, CSS, Sass, Bootstrap, Material-UI, Tailwind CSS, HTML, Git, Github, Netlify, Visual Studio Code, Figma, Postman

Knowledgeable: TypeScript, CI/CD, Circle CI, Next.js, Gatsby.js, jQuery, MongoDB, Mongoose, OAuth, Passport.js, Heroku, SAS, Webpack, Babel

Familiar: Mocha, Chai, Jasmine

WORK EXPERIENCE

Benefix, Lancaster, PA (Remote)

April 2021 – Present

Associate Software Engineer

- Implemented features and bug-fixes for the admin side of the application using Ruby on Rails and Vue.js. Some features include a widget to manage plan/rate status, a drag and drop benefit reordering view, plan/rate validations, CSV download/upload support, and report generation for carriers
- Communicated extensively with Operations team in order to discuss optimizations regarding plan parsing and carrier support
- Monitored an operations-support Slack channel where I responded to urgent requests from the Operations team
- Followed Agile development best practices including daily stand-ups, design reviews, and retrospectives
- Actively participated in development process including PR reviews and deployments to testing environments and production
- Assisted in the growth of the engineering team through giving lightning talk presentations and leading a company book club

Impending Bloom, New York, NY

July 2020 – March 2021

Lead Front End Engineer

- Oversaw the front end development and layout design of the company's investing web application
- Implemented features such as toast notifications, light/dark mode, dynamic filtering, easier user navigation, graphs for company snapshots, and made all components responsive
- Collaborated with teammates on merges and pull requests using Git and Github to ensure a proper workflow
- Utilized prominent front end technologies such as React.js, Redux.js, and Tailwind CSS

RELEVANT TECHNICAL PROJECTS

React-Hookify CLI Code: bit.ly/2MwnlZ3 Docs: bit.ly/2Xu3ChJ Docs Code: bit.ly/2AqccWS

May 2020

A CLI tool (published as a node package to npm) that converts React class components into functional components with hooks

Developer

- Published a node package to npm that utilizes complex string parsing to help users convert outdated code
- Built a documentation website with an in-browser testing environment using the Codemirror text editor
- Developed the npm package with Node.js and RegEx; documentation site with Next.js, Material-UI, and HTML5/CSS3

Penguin Game Link: bit.ly/2A1CYER Code: bit.ly/3eHAMRA

April 2020

A two player, online fighter game designed to be played on a web browser, deployed using Heroku

Sole Game Developer

- Designed, created, and deployed a functioning multiplayer video game within 5 days for a coding bootcamp hackathon
- Implemented movement, damage, health, items, and starting/ending scenes that players can interact with simultaneously
- Developed game with the Phaser 3 engine; client-server communication with Express.js and Socket.IO

EDUCATION

Fullstack Academy, New York, NY

May 2020

Certificate of Software Engineering

Colgate University, Hamilton, NY

May 2015

Bachelor of Arts, Magna Cum Laude, Received Dean's Award Spring 2013 – Spring 2015

- Major: Mathematical Economics; GPA: 3.50