

# CAMERON RATLIFF

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## TECHNICAL SKILLS

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**Proficient:** Javascript, Node, React, Redux, Express, Sequelize, SQL, PostgreSQL, HTML5, CSS3, Material-UI, RegEx, Git, Github, Visual Studio Code, Postman, Postico

**Knowledgeable:** SQL, SAS, Webpack, Babel, Phaser 3, Passport.js, OAuth, Heroku, Travis CI

**Familiar:** jQuery, Next.js, Mocha, Chai, Jasmine

## RELEVANT TECHNICAL PROJECTS

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**React-Hookify** • CLI Code: [bit.ly/2MwnlZ3](https://bit.ly/2MwnlZ3) • Docs: [bit.ly/2Xu3ChJ](https://bit.ly/2Xu3ChJ) • Docs Code: [bit.ly/2AqceWS](https://bit.ly/2AqceWS) 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- Published a node package to npm that utilizes complex string parsing to help users convert outdated code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

**RICK'S Sporting Goods** • Link: [bit.ly/2zQWOCm](https://bit.ly/2zQWOCm) • Code: [bit.ly/2XWiDZU](https://bit.ly/2XWiDZU) April 2020  
A mock e-commerce website for buying sporting goods, deployed using Heroku

*Full Stack Developer*

- Created a single-page application for online sporting goods shopping, setup with user authentication
- Incorporated a persistent shopping cart, user order history, a search bar, loading functionality, credit card payment, and an overall attractive UI
- Developed frontend with React, Redux; backend with Node.js, Sequelize, Express, PostgreSQL. Other technologies used include Material-UI, HTML5/CSS3, OAuth, Stripe, Mocha, Chai

**Penguin Game** • Link: [bit.ly/2A1CYER](https://bit.ly/2A1CYER) • Code: [bit.ly/3eHAMRA](https://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

## WORK EXPERIENCE

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**Healthfirst**, New York, NY January 2018 – January 2020  
*Actuarial Analyst*

- Worked with team members to set the company's annual budget, where expected profits hovered around \$300M
- Created forecast models in Excel to track and project the performance of various insurance products
- Analyzed millions of rows of plan member data on a regular basis, using SAS to investigate cost and revenue items

**Frenkel Benefits**, New York, NY June 2016 – January 2018  
*Financial Analyst*

- Obtained competitive quotes from medical, dental, and vision carriers for clients ranging from 100 to 25,000 employees
- Created key financial reports in Excel for over 25 clients so that they could better track how their plans were performing
- Attended client meetings to explain carrier proposals and financial reports

## EDUCATION

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**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

## OTHER

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**Women's Basketball Team**, Colgate University March 2013 – May 2015  
*Practice Player*

- Practiced against Colgate's Division 1 women's team in order to better prepare them for their opponents