

CAMERON RATLIFF

New York, NY • 203-535-4737 • cratliff@colgate.edu • [camr1993.github.io](https://github.com/camr1993)
linkedin.com/in/cameron-ratliff/ • github.com/camr1993

TECHNICAL SKILLS

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

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- Published a node package to npm that utilizes complex string parsing to help users convert outdated code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

WORK EXPERIENCE

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

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

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