

CAMERON RATLIFF

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TECHNICAL SKILLS

Proficient: JavaScript, React, Redux, WordPress, Gatsby, Next.js, CSS3, Sass, Tailwind CSS, Material-UI, Node.js, Express, Sequelize, SQL, PostgreSQL, HTML5, Git, Github, Netlify, Visual Studio Code, Figma, Postman, Postico

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

Familiar: jQuery, 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- Published a node package to npm that utilizes complex string parsing to help users convert outdated code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

Impending Bloom, New York, NY July 2020 – Present

Lead Frontend Engineer

- Oversaw the frontend development and layout design of the company's investing web application
- Collaborated with teammates on merges and pull requests within Github to ensure a proper workflow
- Utilized prominent frontend technologies such as React.js, Redux, and Tailwind CSS

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

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