Daniel Bogart

805-861-0528 daniel.bogart17@gmail.com LinkedIn Github Santa Barbara, CA

SKILLS:

React, Redux, Ruby, Ruby on Rails, JavaScript, SQL, HTML, CSS, MongoDB, Mongoose, RSpec, Node.js, jQuery, Git, Heroku, PostgreSQL, SQLite3, & Webpack.

PROJECTS:

DANTEREST *Ruby on Rails, ReactJS, PostgreSQL, CSS, HTML*, JavaScript, Heroku, jQuery, Webpack, Git live | github

Danterest is a full-stack clone of Pinterest where users can upload photos called 'pins' and save them onto boards.

- Utilized CSS media queries and columns, creating the classic masonry style to aesthetically render a photo index.
- Used mapStateToProps to dispatch thunk actions, normalizing the state shape, and efficiently updating elements on the page.
- Dynamically streamlined pop-up modals using thunk actions and a switch operator that takes in a form-type parameter to create a seamless, single-page, user experience.
- Utilized Amazon Web Service from which to pull photos as well as PostgreSQL to store and pull data.
- Built an RoR backend creating Active Record models and controllers as well as using Jbuilder to transpile rails data into JSON for a ReactJS frontend.

BUSY BEE *ReactJS, MongoDB, Mongoose, Node.js, Heroku, Git, HTML, CSS, JavaScript* live | github

This is a MERN stack project that allows users to favorite locations onto a list in order to find the most efficient way to do errands.

- Leveraged Google's Map API to create an internationally dynamic experience through a responsive map.
- Utilized the 'use-places' library, a React hook for Google Maps auto-complete, to implement our own autocomplete enabled search bar for enhanced searching capability.
- Implemented Google Maps DirectionsService library, which handles directions requests via an object containing data such as origin, destination, and traffic, to optimally calculate directions for the most efficient travel time.
- Utilized the Validator.js library to authenticate user input in the controller prior to sending user information to a MongoDB database to guarantee appropriate parameters.

BANJO FROG *JavaScript, HTML5, CSS* live | github

Banjo Frog is a JavaScript game where users can simulate playing a banjo while trying to keep up with the rhythm.

- Integrated the Canvas API, using JavaScript, to draw graphics, animations, and photo-manipulation in real-time to create a dynamic experience for users.
- Implemented event-listeners to trigger an algorithm on 'keyup' which iterates through a vertically flowing 'notes' array to check for key-collisions on a horizontally-placed static range.
- Used DOM manipulation to trigger the rendering of key-presses and clicks using a combination of CSS and JavaScript's classList.
- Programmed asynchronous setTimeOut and setInterval to trigger various phases of the game-logic.

EXPERIENCE:

Bartender

Institution Ales June 2019 - March 2020

- Enhanced my knowledge on the brewing of beer as well as flavor profiles in order to enhance and personalize the experience of consuming the beer we were selling.
- Trained around six other employees in positive and encouraging ways in order to set them up for success in the workplace.

Crew Member

Trader Joes August 2018 - June 2019

- Worked with fellow crew members to create the best possible customer experience through artful arrangements of products, food sample tasting ideas, as well as overall cleanliness of the establishment.
- Actively being genuine and empathetic to both customers and coworkers in order to create a better work environment and shopping experience which has been found to increase sales by around 16%.

EDUCATION:

Santa Barbara City College 2018 - 2021

AppAcademy - 2021 - Elite coding bootcamp with a > 3% acceptance rate that specializes in full-stack web development