

Edmond Woulfe

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Skills

Front End: HTML5, CSS3, JavaScript, SASS/SCSS, TypeScript, React, Redux Toolkit, jQuery, Jest, React Testing Library

Back End: MySQL, Node, Express, MongoDB, PHP

Tools: GitHub, Git, Gitlab, npm, Figma, Jira Atlassian, Photoshop, Puppeteer

Projects

FFXIV Crafting Calculator – [Code](#)

Technologies Used: **HTML, CSS, SASS, ReactJS, Redux Toolkit, TypeScript, Node.js, Express, Puppeteer, and MySQL**

- Web scrapped 10,000+ html elements with Puppeteer to gather item data across 100+ table rows and pages
- Automated the formatting and inserting of item data into the MySQL database with Node.js
- Implemented pagination, search with keyword, and sort by options to assist the user in navigating data more easily and efficiently
- Created an algorithm that finds the cheapest combination of listings on the marketplace to maximize profits
- Assigned the AbortController interface into fetch requests to avoid extra or unnecessary HTTP requests, reducing page load times up to 80%

BDO Profit – [Code](#) | [Live Website](#)

Technologies Used: **HTML, CSS, Bootstrap, JavaScript, jQuery, PHP, Node.js, Puppeteer and MySQL**

- Followed a modular design pattern, using private and public variables and functions
- Asynchronous calls to the MySQL database with AJAX
- Wrote several Node.js scripts to scrape 6000+ html elements to gather item data with Puppeteer
- Designed database schema for efficient SQL queries by organizing data with easy-to-understand tables and relationships
- Implemented pagination for better readability and reduced load times

Favorite Movies – [Code](#)

Technologies Used: **HTML, CSS, SASS, ReactJS, Node.js, Express, and MongoDB**

- Crafted API endpoints and object models for actors and movies
- Authentication of user creation and login credentials with JSON Web Tokens
- Used hashing algorithmic methods for user passwords to increase security

LoL Champions – [Code](#) | [Live Website](#)

Technologies Used: **HTML, CSS, SASS, Bootstrap, React, React-Router, and AWS API Gateway**

- Single Page Application built with React class component structure
- Official game and champion data retrieved from the Riot Games API
- Utilized browser storage methods to reduce the total amount of API requests, resulting in reduced loading times and a reduction to server resources
- Built an AWS API Gateway to act as a proxy server to adhere to CORS policy for fetch requests

Daycare App – School Project

Technologies Used: **Swift**

- Worked together with three students, creating an IOS and Android version of the application
- Meet and negotiated with client on desired features and gave scheduled updates on progression
- Worked in an agile environment, following a Scrum framework with two-week sprints between updates
- Used Slack to stay up to date and communicate with team members and GitHub for collaboration and version control
- Designed app layout and flow between scenes for satisfactory user experience

Education

University of Wisconsin - Parkside | Kenosha, WI

Bachelor of Science in Computer Science