# **Ed Woulfe**

Computer Science Graduate, Web Developer





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edwoulfe.com

# **SKILLS**

#### **Proficient At:**

HTML5, CSS3, JavaScript, React, Sass, GitHub, Git, NPM, Figma, Jira

#### **Used in previous Projects/School:**

Bootstrap, jQuery, PHP, MySQL, MongoDB, Node.js, Express, Photoshop, Gitlab, Java

# **TECHNICAL EXPERIENCE**

#### **BDOProfit** - GitHub | Live Website

Tool to help players calculate profitable margins for a recipe/craft provided its costs and sales price.

- Front end was built with HTML, Sass, Bootstrap, JavaScript, and jQuery.
- Connected back end with PHP and MySQL.
- Gathered item data using web scraping with **Node.js** and **Puppeteer**.
- Constructed relational database schema and structure.

# LoL Champions - GitHub | Live Website

Website to assist beginner players with a better understanding of the game and its champions.

- Single Page Application built in ReactJS, Sass, Bootstrap, Fetch API, and React-Router.
- Game and Champion data retrieved using the official Riot Games API.
- Built AWS API Gateway to enable CORS Policy for the fetch requests.

#### Favorite Movies - GitHub | Work in Progress

Application that allows a user to bookmark their favorite movies.

- Implemented API endpoints and object models with Node.js, Express, and MongoDB.
- Single Page Application using ReactJS and Sass.
- Authentication of user login credentials with Json Web Tokens.

#### **Daycare App -** School Project

Swift Application that updates parents on their children's status registered at a local daycare.

- Collaborated with 3 students, creating an IOS and Android version of the application.
- Responsible for designing layout flow for smooth and efficient user experience.
- Negotiated with client on desired features and gave scheduled updates on progression.
- Worked in an agile environment, using Jira as the ticket system within 2-week sprints.

# **EDUCATION**

# **Bachelor of Science / Computer Science**

University of Wisconsin - Parkside, December 2020