Elvin Valette

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SKILLS

JavaScript, Ruby, Ruby on Rails, React, Redux, HTML, CSS, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, C, C++, MATLAB

PROJECTS

Belch   (Ruby, Rails, JavaScript, ReactJS, Redux, HTML, CSS, PostgreSQL, Webpack, AWS, Google Maps API)   live | github

Belch is an app that publishes user reviews and recommendations of top places to eat in NYC

- Implemented custom back and front-end user authentication by combining Rails conventions, Active Record, and customized React-Router higher order components to create a single page web app experience.
- Connected the Rails back end to AWS S3 for reliable and secure media storage and scalability.
- Integrated Google Maps API with React in order to display the desired business on an easy to read map.
- Created custom backend search feature that uses an Active Record query to search the database for a desired business, by name, category or price range.

GroupRide   (JavaScript, ReactJS, Redux, HTML, CSS, Mongoose, MongoDB, Node.js, Express.js, Webpack, Axios)   live | github

GroupRide is an app that connects local cyclists and allows you to create and route rides for others to tag along

- Incorporated Google's Directions, Maps, Places, and Geocoding APIs to provide routes for destinations and autocomplete suggestions for destinations on the ride creating form.
- Integrated Mongoose to define a schema and schema validations for modeling and querying our database.
- Used Express to write handlers to respond to different HTTP verb requests at different URL paths turning the backend to an API.

Roadrunner   (JavaScript, HTML, CSS, Canvas, Webpack)   live | github

RoadRunner is a car game where your goal is to collect coins and dodge traffic. Designed using JS, HTML and Canvas

- Used the Canvas 2D drawing API to create two drawing surfaces, one for a continuous road loop and another to render traffic.
- Designed algorithm that chooses a car at random from an array of images and renders it in game traffic using its corresponding height and width, creating a varied play experience.
- Implemented a design that increases the differential of speed between the traffic and your car as the players score rises, providing an appropriate scale of challenge.

EXPERIENCE

SoftGoods Materials Lab Technician

Apple Inc., Cupertino, CA   May 2019 - Nov 2019

- Experimented with a variety of lab instruments to evaluate the mechanical properties of developmental materials.
- Evaluated test results with calibrated equipment such as spectrophotometers and microscopes to ensure quality of data collected.
- Setup quality standards for material vendors to use for their in-house testing to establish consistency in material properties.
- Organized test results into presentations to be discussed with the Materials Engineering team for possible production.

Genius

Apple Inc., New York, NY   Sep 2015 - March 2020

- Diagnosed hardware and software malfunctions on an average of 4 Apple products per hour using diagnostics software.
- Composed detailed technical notes explaining the reported issue and my proposed solution method.
- Performed repairs on devices experiencing hardware failure and completed functional testing to ensure resolution of issue.
- Identified and continuously provided feedback to engineering teams on emerging device software and hardware issues.

EDUCATION

Web Development - *App Academy*   Spring 2020

Immersive software development course with a focus on full-stack web development, which entailed 1000+ hours of coding.

BS Mechanical Engineering - *College of Staten Island*   Spring 2018