

# Elvin Valette

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## SKILLS

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

## PROJECTS

**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.

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

[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.

## EXPERIENCE

### Software Engineer

[Lantern](#), New York, NY

Mar 2021 - Jan 2023

- Collaborated with Product, UX, and other stakeholders to design, implement, document, and maintain features for different properties of the Lantern frontend, backend API, and iOS app.
- Guided the architecture of our front-end systems to ensure quick and stable feature development.
- Wrote well tested, performant code and participated in code reviews with the team.
- Partnered with other engineers, designers, and product managers to develop excellent product experiences.
- Participated in technical design and architecture discussions with the engineering team.

### Genius

[Apple Inc.](#), New York, NY

Sep 2015 - Mar 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.

### SoftGoods Materials Engineering Career Experience

[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.

## EDUCATION

**Software 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