Emmilie Estabillo

Web Developer

80 Vroom St Fl 1
Jersey City, NJ 07306

347.251.1507
emsestabillo@gmail.com
https://github.com/emestabillo
https://www.emestabillo.com/
https://medium.com/@emsestabillo

QUALIFICATIONS

+ Proficient in Ruby on Rails, HTML5, SASS / CSS3
+ Knowledge of JavaScript & jQuery, BEM, Bootstrap, TDD, Object Oriented Design, RSpec & FactoryBot, TravisCI, RuboCop
+ Familiar with Web Standards, Agile Development, Pair Programming, AWS S3, MVC Framework, RESTful Architecture
+ Worked with Git, Heroku, NPM, CarrierWave, and Slack
+ Wordpress knowledge

EMPLOYMENT

+ Laura Torrado, DDS
  2006-present
  Head dental assistant

WHAT I'M CURRENTLY UP TO

- Learning Advanced CSS

EXPERIENCE

Break Diving, Inc. — June 2018 January 2019
Full Stack Developer - Volunteer
I joined a remote team in developing 4 RoR apps and 2 static sites using the following competencies: Ruby on Rails, Javascript, PostgreSQL, Jquery, SCSS, Flexbox, CSS Grid. I've shipped out common in-app features such as real-time chat with Redis and Actioncable, Private messaging with inbox, User profile page and a Tag cloud system. I worked closely with both front end and backend groups and eventually became in charge of the *Bug Department*. I was to keep track of issues in multiple projects and find ways to tackle them.

The Firehose Project— Dec 2016 to Oct 2017
Web Developer
- Learned how to build out CRUD Rails apps involving mailers, validations, image uploading on AWS S3, and nested RESTful routes following standard Rails conventions
- Implemented tests using RSpec for both unit and functional tests
- Worked through traditional computer science algorithms and data structure challenges
- Worked remotely with a distributed team of developers on a sophisticated chess application led by a Senior Software Engineer. The majority of my role on the team was focused on Ruby on Rails development, database development, and building out the following features:
+ Application database structure, along with models utilizing Single Table Inheritance (STI).
+ Game logic that tests if a certain path is obstructed (handling horizontal, vertical, and diagonal destinations).
+ Game logic for determining if the player's move is valid, keeping track of whose turn it is, and movement for the knight piece.

Our team followed standard Agile and SCRUM methodologies, as well as best practices including web standards, test-driven-development, pair programming, and frequent code reviews. The RuboCop gem enforced the team's conformity to a Ruby style guide while TravisCI ensured continuous integration and deployment to Heroku. GitHub Issues served as an Agile board with Slack as the team's preferred form of communication between sprints.

EDUCATION

Software Engineering, October 2017
The Firehose Project – Immersive accelerated program

Doctor of Dental Medicine, Oct 2001
University of the East – Manila, Philippines

Masters in Health Informatics, 2015
University of the East – Manila, Philippines