Esmodea Burk

Full Stack Web Developer | Software Engineer

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TECHNICAL SKILLS

Front End: React.js, React Testing Library, Redux, Hooks, Reducers, Context API, Jest, Cypress, Axios, JavaScript, HTML, CSS
Back End: Node.js, Express, SQL, Git CLI, GitHub, VS Code, Vercel, Heroku
Additional Skills: Agile Project Management, Algorithms, Architecture, Debugging, Deployment

BLOOMTECH PROJECTS

Web-Module-Project-Redux, *Full Stack Developer* - React | Node | Redux   [GitHub](#)
- Modified a single page application so it works with React-Redux to handle stateful components so that the functionality can be used from any component on the page
- Wrote functionality to delete and add new movies from the movie list using a reducer function to keep the state immutable

Advanced-State Challenge, *Full Stack Developer* - React | Node   [GitHub](#) | [Website](#)
- Created the functionality on a website with React.js to match a stateful single page example application using React Router and best practices
- Included components and stateful code to track the position of items on the page using React Redux to handle state
- Wrote stateful forms and quiz functionality to allow custom quiz questions and the ability for the client to answer them interactively

Adding Data Persistence Challenge, *Full Stack Developer* - Express.js | Node   [GitHub](#)
- Coded endpoints for a rudimentary SQLite database in Express.js to allow RESTful API interaction via http requests
- Created a migrations file to allow rollbacks and new migrations to the database schema for potential future updates to data structure

ODIN PROJECTS

Odin Project Etch-A-Sketch, *Full Stack Developer* - HTML | CSS | JavaScript   [GitHub](#) | [Website](#)
- Set up a script to create divs with event listeners so that users can press a button and then hover the mouse over the canvas and create pixel art of various resolutions
- Designed a simple UI for the user to interact with the canvas creation and select the resolution with a slider using an HTML form

Odin Project Rock Paper Scissors, *Full Stack Developer* - HTML | CSS | JavaScript   [GitHub](#) | [Website](#)
- Coded a program to select rock, paper or scissors with Math.random and compare the answer to the user's selection using a JavaScript if-then statement
- Designed the UI in CSS and JavaScript to allow the user to select their choice with a click event-listener attached to a button, and to show a scoreboard and game history

EDUCATION

BloomTech (Lambda School), *Graduate, Full Time Program, Full Stack Web Development*   **Apr 2022 - Present**
The Odin Project, *Foundational JavaScript*   **Sep 2021 - Apr 2022**