

**SKILLS** JavaScript, Ruby, Ruby-on-Rails, React, Redux, SCSS / SASS, CSS3, HTML, Websockets, Socket.io, MongoDB, Express, Node, SQL, jQuery, Postgres, SQLite3, D3, Git

## PROJECTS

**Esforza** | (React/Redux, Rails 5, Google Maps JavaScript API, jQuery, PostgreSQL, Heroku)

[live](#) |

[github](#)

- Implemented User Authentication from scratch using BCrypt, which allows for the salting and hashing of passwords, so that they may be securely stored in Postgres database.
- Enacted CRUD (create, read, update, destroy) functionality for the management of user routes & workouts. Allowing them to create and edit routes created with the Google Maps API.
- Built an activity feed that shows the user a feed of their workout activities sorted by most recent.
- Presented customized account information and visuals, through the utilization of the Redux store, in order to provide users with a personalized experience depending on their logged in status.

**Haiclue** | (React/Redux, MongoDB, Express, Node, Websockets, Heroku)

[live](#) | [github](#)

- Demonstrated proper git workflow along with the members of my team. Through the use of github branches we were able to each work simultaneously on front and back end features. This allows for less conflicts and mistakes.
- Created a multiplayer version of the multiplayer board game Haiclue. It uses a MongoDB database, express router, using react in the front end. Haiclue uses websockets, through the socket.io library, to simultaneously pass gamestate data between players. Allowing for seamless multiplayer action.
- Built the backend of the app using the MongoDB database in order to create and save users, and to save and fetch tiles from, used by the game from the database.
- Formatted routes, using express, that allowed users to navigate to the proper areas of the application. This allows players to go to the correct parts in order to join a room and play with their friends.

**Price of Winning** | (Vanilla JavaScript, HTML, CSS3, SCSS / SASS, D3.js, SQLite3)

[live](#) | [github](#)

- Incorporated the D3.js library to meticulously craft and render dynamic charts that displays major league baseball payroll from the thirty teams.
- Leveraged SQLite3 in order to join multiple csv files into one database. Allowing me to join the table and create then export unique SQL queries as csv files. This allows for the consolidation of data from multiple csv files.
- Designed the webpage using SCSS in order to write DRY CSS code, according to industry best practices.

## EXPERIENCE

**Store Manager**

*Tip Top Shoes*

July 2018 - Sept 2018

- Directed a team of salespeople and incorporated a queue system in order to keep track of which salesperson was assigned to which customer. This caused employee satisfaction to rise, leading to 20% less turnover, and 15% higher net profit month over month.

**Technology Specialist**

*Department of Homeland Security*

Jan 2016 - July 2018

- Supervised a team in the installation and maintenance of rapiscan x-ray machines and L3 passenger screening machines. Leading to 10% higher uptime during peak travel seasons leading to short queue times for passengers.

## EDUCATION

**App Academy** | Spring 2020 | New York, NY | Full time full stack software engineering bootcamp with over 1000 curriculum hours and <3% acceptance rate. Focu

**The Grove School of Engineering (CUNY CCNY)** | 2008-2009 | New York, NY | *Computer Science*