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## SHANTE VALLEE

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I am a full-stack web application developer experienced in using many web technologies with a passion for building user-focused experiences, games and music composition.

### Work Experience

#### Goma Games | Front-End Developer | Jul 2015 - Present

- Develops client-side single-page applications for clients and internal products using frameworks such as React and Angular.
- Works with server-side team and project management teams to write solid front end implementations.
- Integrates with 3rd party APIs for scalable web applications.
- Built backend tools, micro services and APIs using NodeJS, Go, and Python.

### Projects

#### Airship CMS | Goma Games | 2015 - Present | [airshipcms.io](https://airshipcms.io)

- Wrote the entire modular content management system user interface in AngularJS with coffeescript, jade templating and gulp workflow.
- Developed the authorization layer by integrating 3rd party Auth0 service.
- Developed file and image upload capability by integrating 3rd party Cloudinary service.
- Developed e-commerce capability by integrating with 3rd party Stripe payment processing service.

#### Skyport | Goma Games | 2016 - Present | [fobabett.github.io/skyport](https://fobabett.github.io/skyport)

- Wrote the entire account management user interface in Angular 4 with TypeScript and web pack workflow.
  - Developed the authorization layer by integrating 3rd party Auth0 service.
  - Developed file and image upload capability by integrating 3rd party Cloudinary service.
  - Developed e-commerce capability by integrating with 3rd party Stripe payment processing service.
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#### **Beyond VT Marketing | Goma Games | 2017 | [www.beyondvtmarketing.com](http://www.beyondvtmarketing.com)**

- Built client-side single-page order/checkout application with Angular and Airship's API.
- Integrated Stripe card validations.
- Integrated Auth0.
- Built CSV export tool with jQuery, NodeJS, Express and MongoDB.

#### **WiFi Probe Sniffer | Goma Games | 2017**

- Wrote a python runner script that schedules the periodic synchronization of database files.
- Wrote the synchronization script using python from Raspberry PI to AWS S3 bucket.

#### **Angular + Airship CMS | Goma Games | 2017 | [angular-app.airshipcms.io](http://angular-app.airshipcms.io)**

- Built single-page application with Angular and AirshipCMS.
- Documented how to setup workflow and file structure for an Angular App with Webpack.
- Styled with css and Bulma.

#### **React + Airship CMS | Goma Games | 2017 | [react-app.airshipcms.io](http://react-app.airshipcms.io)**

- Built single-page application with React and AirshipCMS.
- Documented how to setup workflow and file structure for an React App with Webpack.
- Styled with css and Bulma.

#### **Angular 1.x + Airship CMS | Goma Games | 2017 | [angular-1-gulp-babel.airshipcms.io](http://angular-1-gulp-babel.airshipcms.io)**

- Built single-page application with Angular 1, Gulp, Babel and AirshipCMS.
- Documented how to setup the gulp + babel workflow and file structure for an an Angular 1 app.
- Styled with css and Bulma.

#### **Swagger UI Light | Goma Games | 2017 | [airshipcms.io/api/docs](http://airshipcms.io/api/docs)**

- Built open source alternative to Swagger UI using InfernoJS.

#### **Unicorns vs. Dragons | Node-Knockout Hackathon Winner | 2017 | [dragons.comagames.com](http://dragons.comagames.com)**

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- A mobile real-time multiplayer game.
  - Game built with Angular.
  - Socket server built with Go.

#### **Circa Victor | 2017**

- Built a micro service that retrieves data from an FTP server and uploads to an AWS S3 bucket in Go.
- Wrote and designed an activity log permitted to AWS DynamoDB.

#### **Truffaux | Goma Games | 2016 | [www.truffaux.com](http://www.truffaux.com)**

- Built a custom product browser that fetched products from Airship API using Angular 1.
- Built a custom shopping cart module using Angular 1.
- Built a custom checkout module using Angular 1.

#### **TuneFork | 2017 | [tunefork.airshipcms.io](http://tunefork.airshipcms.io)**

- Built a music playlist creation and sharing platform using Angular.
- Wrote the realtime database storage layer using Firebase.
- Deployed to AirshipCMS.

#### **Randy Panado | Goma Games | 2016 | [www.randypanado.com](http://www.randypanado.com)**

- Built portfolio site using content from AirshipCMS.
- Wrote a portfolio piece filter with Angular 1.
- Created a video modal with Angular 1.

#### **Airshop Checkout**

- Wrote and designed a re-usable and extendable checkout module using Angular 1.
- Wrote the AirshipCMS API integration for payment processing with Stripe.
- Integrated card validation and token handling with Stripe.

#### **HIC Surfboards | Goma Games | 2016 | [www.hicsurfboards.com](http://www.hicsurfboards.com)**

- Built online shop with JQuery using content from AirshipCMS.
  - Built a custom shopping cart module using Angular 1.
  - Built a custom checkout module using Angular 1.
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### **Sketchy Friends | React Riot Entry | 2017 | [sketchy-friends.herokuapp.com](https://sketchy-friends.herokuapp.com)**

- Built a realtime multiplayer game with ReactJS.
- Realtime socket server built with Socket.io.

### **Education**

#### **Devleague 2015**

Immersive coding bootcamp covering full stack web application development focusing on NodeJS, React, Angular, RDBMS and NoSQL.