

SHANTE VALLEE



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I am a full-stack web application developer experienced in using many web technologies and passionate about building user-focused, performant user experiences.

📁 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, microservices and APIs using NodeJS, Go, and Python.

GRUMBLE

FRONT-END DEVELOPER | 2015

- Developed the client-side social media web/mobile application with MeteorJS.

LA PIETRA SUMMER TECH PROGRAM

GOMA GAMES | TEACHER'S ASSISTANT | 2015

- Assisted middle school students with javascript game development during the summer program.

</> PROJECTS

AIRSHIP CMS

GOMA GAMES | 2015 - PRESENT | 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

- Wrote the entire account management user interface in Angular 4 with TypeScript and Webpack 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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AWARDS

NODE KNOCKOUT 2016

Dragons vs Unicorns
Popularity Award

AT&T HACKATHON 2015

Robots vs Witches
Best use of M2X API

STARTUP WEEKEND HONOLULU 2014

Varsity Prep, First Place

SKILLS

- JavaScript, TypeScript, CoffeeScript
- Go, Python, Bash, C#, Lua
- Express, Hapi
- ReactJS, InfernoJS, VueJS
- Angular, Angular 1.x, Ionic
- Sass, PostCSS, CSS3
- Handlebars, Pug
- Mocha, Chai, Jasmine
- PhaserJS, Unity, Lumberyard

PROJECTS

BEYOND VT MARKETING

GOMA GAMES | 2017 | WWW.BEYONDVTMARKETING.COM

- Built a client-side single-page order application with Angular and Airship's API.
- Integrated Stripe card validations.
- Integrated Auth0.
- Built a 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

- Built a 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

- Built a 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

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

SWAGGER UI LIGHT

Goma Games | 2017 | airshipcms.io/api/docs

- Built an open source alternative to Swagger UI using InfernoJS.

UNICORNS VS. DRAGONS

Node-Knockout Hackathon Winner | 2017 | dragons.comagames.com

- Built a mobile real-time multiplayer game.
- Game built with Angular, and socket server built with Go.

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</> PROJECTS

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

- 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

2016 | 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

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

HIC SURFBOARDS

GOMA GAMES | 2016 | WWW.HICSURFBOARDS.COM

- Built an 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.

SKETCHY FRIENDS

REACT RIOT ENTRY | 2017 | 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.