

SHANTE VALLEE

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PROFILE

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

EXPERIENCE

Full-Stack Engineer, Purely Functional — 2015-Present

- Developed and maintains Kubernetes clusters on AWS.
- Developed client-side single-page application for clients and internal products using frameworks such as React and Angular.
- Integrates with 3rd party APIs for scalable web applications.
- Developed backend tools, micro services and APIs using NodeJS, Go, and Python.

Frontend Developer, Grumble — 2015

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

Teacher's Assistant, La Pietra Summer Tech Program | Goma Games — 2015

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

PROJECTS

PacerPro | Purely Functional — 2020-Present

- Implemented user management using Ruby, ActiveAdmin and Devise.
- Developed the configuration settings using rails and postgres.
- Developed a DMS mapping solution using postgres, NetDocuments API, and Imanage API.

STEM | Purely Functional — 2019-2020

- Developed the client-side programs browser using NextJS, and Firebase.
- Developed the admin portal using NextJS and Firebase.
- Developed the program submission application using NextJS, AWS S3, and Firebase.

- Implemented user authentication with Firebase.

DungeonJS — 2019-Present

- Designed and developed a game designed for beginner programmers, guides the player through the basics of Javascript programming.

Native Stories App | Goma Games — 2018-Present

- Developed the user interface using React Native.
- Implemented paywall for Apple App Store and Google Play Store.
- Implemented universal linking.

Airship CMS | Goma Games — 2015-Present

- Developed self-healing servers.
- Developed Kubernetes clusters on AWS.
- 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 3-commerce capability by integrating with 3rd party Stripe payment processing service.

Skyport | Goma Games — 2016-Present

- 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 e-commerce capability by integrating with 3rd party Stripe payment processing service.

Jumping Jack| Node-Knockout Hackathon Winner — 2018

- Built a game that uses your microphone as input.

Beyond VT Marketing | Goma Games — 2017

- Built a client-side single-page order/checkout application with Angular and Airship's API.

- Integrated Stripe card validations.
- Built a CSV export tool with JQuery, NodeJS, Express, and MangoDB.

Hawaii International Film Festival | Goma Games — 2017

- Built the custom film browser that fetches films from FestPro API using Angular.
- Built the custom film schedule and from with jQuery and and AirshipCMS.

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 a Raspberry PI to an AWS S3 bucket.

Swagger UI Light | Goma Games — 2017

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

Unicorns VS. Dragons | Node-Knockout Hackathon Winner — 2017

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

Circa Victor | 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 persisted to AWS DynamoDB.

HIC Surfboards | Goma Games — 2017

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

Truffaux | Goma Games — 2016

- Built a custom product browser that fetches products from Airship API using Angular 1.

- Built a custom shopping cart module using Angular 1.
- Built a custom checkout module using Angular 1.

Randy Panado | Goma Games — 2016

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

EDUCATION

Devleauge — 2014-2015

Computer Science | Honolulu Community College — 2010-2013

SKILLS

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