

# Francisco Perez

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**SKILLS** React.js, Redux, JavaScript, Ruby, Ruby on Rails, SQLite3, PostgreSQL, Git, HTML5, CSS3, jQuery

## PROJECTS

**JumpStartMe** (*React, Ruby on Rails, and JavaScript*)

[Live Site](#) | [Github](#)

*Single page web app inspired by Kickstarter where users can fund or create great new projects seamlessly*

- Users can Create, Read, Update, and Destroy(CRUD) projects.
- Leveraged React lifecycle methods to dynamically update the app based on user-input, without sacrificing performance.
- Employed CSS3 flexbox and grid, as well as light borders and whitespace, to create a pixel-perfect clone of Kickstarter's minimal design. The lack of clutter leads to a more intuitive User experience; buttons and links are where they should be and easy to find.
- Utilized AWS to store data from user uploads. This allowed for offloading of data to cloud storage as well as avoiding bugs from storing images manually as urls.
- Implemented PostgreSQL with Active Record for Object-relational Mapping (ORM) in Model-View-Controller (MVC) pattern to store users, projects, AWS attachments, user profile information, etc. in database utilizing Redux as a predictable state container.
- Built robust backend routes for a variety of API calls with JBuilder, including access to a specific user's projects.

**JSBeatdown** (*JavaScript, HTML, CSS*)

[Live Site](#) | [Github](#)

*JavaScript browser game*

- Rendered a variety of recognizable sprites by storing background image cropping locations in a 2D array, iterating through that array, and painting them on HTML5 canvas at a rate that matches the user's browser's refresh rate.
- Used Vanilla JavaScript with OOP patterns to create DRY, modular code. Classes obviate the need to rewrite code for every player.
- Integrated web audio API to seamlessly provide game with sound effects, and a soundtrack to enhance user experience and immersion. The music can be muted by an event handler, and will resume playback from where it was stopped if the handler is called again on a key press.
- DOM manipulation is used to create a new screen for gameover as well as the pause screen. These new "screens" are divs with different opacity settings and some descriptive text.

## EXPERIENCE

**Bank Teller**

*TD Bank, Feb 2015 - Sep 2018*

- Provided empathetic and customer-centric service to all bank customers, contributing to the branch achievement of regional top three in quarterly assessments.
- Trained new hires in minimizing monetary losses due to teller error.

## EDUCATION

**App Academy** - Immersive software development course with focus on full stack web development (November 2018)

**Allegheny College**- BA - *English* (Spring 2013)