

Galen Davis

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New York, NY

[Portfolio](#)

[Linkedin](#)

[GitHub](#)

Skills JavaScript, Typescript, React w/Hooks, Redux, HTML, CSS/SCSS, MongoDB, Node.js, Express.js, PostgreSQL, BigQuery, Webpack, Vite, jQuery, Git, Jira

Experience

UX Engineer | March 2022 - Current

Arizent

- Maintained ownership over the frontend teams relationship with the Event Marketing Team, fulfilling promotional requests and lifting builds, while balancing UX/UI standards.
- Pulled data from BigQuery in order to track and correlate results from various new initiatives and designs. Built a living spreadsheet report for a new auto-renew disable survey that was regularly referenced and analyzed by my boss and the Executive Leadership team.
- Responsible for managing and updating language and visuals for our transactional email system, simplifying code and bringing them in line with our updated style guide.

Team Captain/Head Server | June 2018 - March 2020

Bluestone Lane

- Spearheaded a rooftop bar event in the summer, increasing our after-hours profits by nearly 80%.
- Onboarded a dozen new hires in company values, best practices, and technical POS systems.
- Coordinated with other team leads to manage interim managerial duties for several months while a new manager was being hired and trained.

Projects

Unstructables (React.js, Redux, Ruby on Rails, PostgreSQL, AWS S3, Heroku, Webpack)

[github](#)

Single page, full-stack clone of Instructables, a site where users can share and discuss their DIY projects.

- Incorporated AWS S3 alongside Rails' Active Storage to allow users to upload and attach images to their created projects and steps.
- Developed a full stack user authentication system, complete with error handling to provide simple login and sign up experience for new or returning users
- Harnessed the unified state management of Redux to directly manage data for form inputs and submissions of DIY projects.

High Altitude Agriculture (JavaScript, Canvas, Webpack, Aseprite)

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

A simple Javascript game about botany and sci-fi survival

- Utilized Aseprite in conjunction with Canvas to design an interactive, animated visual experience.
- Leveraged JavaScript to create dynamically growing plants that, when picked, restore a constantly dropping oxygen supply, yielding a challenging, yet straightforward, gameplay experience.
- By wireframing the site before developing, I was able to better visualize the site's layout and determine what specific art needed to be created.

What's Cooking (MongoDB, Express, React, Node, Spoonacular Recipe API)

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

Single page MERN stack recipe search engine based on ingredients the user already has.

- Integrated the Spoonacular API's search functionality using Axios to allow users to make custom searches based on a list of input ingredients.
- Exploited MongoDB's schema-less database structure to allow for more flexible management of any non-standardized information returned from the search API.
- Designed a dynamic and attractive splash page for users through the implementation of simple CSS animations.

Education

App Academy | Fall 2020 | Intensive 16-week full stack web development program with 1000+ hours of coding.

School of Visual Arts | Spring 2014 | BFA Film Production