

# Gabriel Barrios

P.954-809-4639

[gabrielbarrios212@gmail.com](mailto:gabrielbarrios212@gmail.com)

[LinkedIn](#)

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## SKILLS

JavaScript, Express, MongoDB, React.js, Redux, Ruby on Rails, Ruby, Apollo, GraphQL, SQL, Git, HTML5, CSS3

## PROJECTS

### ActionBoxd

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

A networking app built to connect users to action movies, criticism, and fans; made with MongoDB, Express, Node.js, React / Redux

- Leveraged **React Redux's state management** system in order to ensure **real time update** of comments, likes, and follows to provide users with a **fluid and dynamic UI**
- Implemented a five star rating system with emphasis on visuals using **SVG sprites** and careful coordination between **CSS descendant selectors** and **HTML elements** in **React**

### 500Chix

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

A social networking site centered on nature photography built with Ruby, Rails, Node.js, PostgreSQL, and AWS S3; hosted on Heroku

- Solidified a connection to **Amazon Web Services** using Rail's **Active Storage**, **open-uri**, and **fileReader** to allow user image uploads and account for scalability of app
- Crafted clean backend **JSON responses** with the **Jbuilder gem** and **Rails associations** to enable intentional filtering of sensitive user information, customized responses to **HTTP requests** and **error handling**, and reduced database querying
- Authored algorithms in conjunction with **selectors** to render a home page that filters and sorts images according to level of site-wide user interaction

### Scarecrow's Last Stand

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

A single page tower defense game built with **JavaScript**, **HTML5**, **Canvas**, **CSS**; hosted on **Google Firebase**.

- Capitalized on **JavaScript's asynchronicity** and **setInterval** features to create a time based game with fully fleshed out animations, measured spawn rates, and player state changes built on a system of calculated ticks
- Mapped **HTML5 Canvas** pixels to an underlying **array data structure** to enable dynamic repainting of the game board as enemy characters chipped away at resources and redefined movement boundaries for the player throughout the level in order to provide the player with a more visual experience of the changing game state

### ArtValley

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

A site for users to share articles, art works, and connect with Bay Area artists built with MongoDB, Express, Node.js, Apollo, GraphQL

- Connected to **GraphQL** via an **Apollo** client to forego table based relationships and ensure rapid transfer of information with complex connections across models in the app, enabling better access of relational information per query regarding artists, artworks, articles, and the users that interacted with them
- Employed **external npm libraries**, such as **react carousel** and **grid gallery**, to create index pages that combine engaging movement and respect for artwork aspect ratios.

## EXPERIENCE

### James B. Reynolds Fellow

Dartmouth College, Sep 2018 - Jul 2019

- Integrated advanced editing software and production technologies in the creation of an engaging 10 minute short form documentary following an artist in Venezuela to demonstrate maintaining creativity in trying times
- Oversaw a small team of local talent to assist in the production process, pairing knowledge of the surrounding area with relatively inconspicuous numbers in order to create videos in a heavily censored state safely and expertly

### Assistant Editor

Fly on the Wall Productions, Jan 2017 - Sep 2018

- Assisted in the creation of dozens of short form promotional videos for nonprofit organizations, including Mount Sinai Hospitals, Doctors Without Borders, and the Ronald McDonald House.
- Oversaw the management of hundreds of hours of film on ProMAX servers to ensure secure data storage

## EDUCATION

**App Academy** - Intensive software development course with a less than 3% acceptance rate (2019)

**Dartmouth College** - BA - Studio Art (2015)