Javier Minchala

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EDUCATION

Brooklyn Technical High School *2012-2016*

Graduated with Honors
Majored in Software Engineering

CUNY Hunter College *2016-Present*

Bachelor's Degree in Computer Science | **In Progress**

Work Experience

Saint Nick's Alliance

IT Internship *July-Sept. 2018*
Assisted IT Team with wide array of tasks across office buildings, schools, and adult care centers.

Helped in the installation of various office workstations (Windows and MacOS devices).
Installed and imaged machines running Windows 10

Handled troubleshooting of Printers and other Network devices to identify and resolve hardware or software-related issues.

Saint Nick's Alliance Workforce Development

Data Manager *Sept. 2018 - Present*
Handle the creation of routine reports to demonstrate outcomes across several different programs.

Work with Microsoft Excel to efficiently parse data that is processed and exported from proprietary database system (Social Solutions ETO Software).

Actively collaborate with various personnel and staff to supply necessary information and to enable different teams to operate adequately.

Train staff on new features and functionalities deployed onto proprietary system.
Supervise team of interns with Data Entry related activities and responsibilities.

Tech Skills

Knowledgeable with different software and web development languages and tools.

HTML, CSS, JavaScript, PHP, SQL, SASS, NodeJS, REACTJS, VueJS, Webpack, Gulp, Jekyll, Laravel, C++, Java

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Web Development Projects

Dubblevid.com *Lead Developer*
Built with ReactJS, NodeJS, Express, and Deployed on Heroku

Custom user-interface to display YouTube videos & playlists across different arrangements.
- YouTube V3 API integrated to query and import YouTube video and playlist data.
- LocalStorage API and Event leveraged to allow users to save their changes on the app and ensure persistence of associated data.

MHQuestJournal *Lead Developer*
Built with ReactJS and Deployed on Github Pages

To-Do List Inspired Web App based on CAPCOM's *Monster Hunter* video-game titles.
- Leveraged LocalStorage to allow quick and simple persistent data storing based on user interaction
- Populated app with data extracted directly from the *Monster Hunter* video games

Other Projects Available On My Github
https://github.com/jm5557/