

JOSE CASTRO

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Portfolio: <https://jacastro023.github.io/Updated-Portfolio/>

Junior Web Developer

Experienced in HTML5, CSS3, JavaScript, jQuery, Bootstrap, Angular JS, Firebase, Ionic Mobile Framework, Node Js, MySQL, MongoDB, Express & Handlebars JS. Knowledgeable in the sciences and proficient in Spanish.

Skills

Front-End Skills:

- * HTML
- * CSS
- * Javascript
- * JQuery
- * Bootstrap
- * Materialize

Back-End Skills:

- * React
- * Node.js
- * Express
- * MongoDB
- * MySQL

Projects

WBA — Weather Based API

This project uses multiple API's to create a website that provides the user with various suggestions depending on the input. The input can be a state or zip code. This project was made using pure Front-End skills. This was made in a group of two, using only HTML, CSS, Materialize, and Javascript.

Demo: <https://aleshsparrow.github.io/Project-One/>

Git-Hub: <https://github.com/Aleshsparrow/Project-One>

Dream Garage — Website To choose and collect cars

This is a Full-Stack application. As a team we decided to create an app that would search for cars (make model and year) that were currently being sold based on the MarketCheck API. We worked as a group of three people and together we created something we could proudly present. We used a Node and Express server, a Sequelize database and jawsdb on heroku. We build this application with the use of Materialize css framework. We used Handlebars to dynamically create the website and set up all of the reusable code in a separate file. This helped create a situation in which we had to communicate with each other to finish the application.

Demo: <https://limitless-sands-05500.herokuapp.com/>

Git-Hub: <https://github.com/peterkrumb/My-Garage>

Knight Fall — Story Based RPG

For this application we worked together as a group of five. The objective was to create a fun experience in the form of a Role Playing Game. Our game is called KnightFall. The user is brought into our medieval world with their choice of character and journeys through a story filled with battles. The group split into two teams, front-end and back-end. After planning the flow of the game together we started working separately. We eventually came together to connect everything and polish our final project. This was done in order to create a more real world experience. My main focus in this application was to work in the back-end of this application, I worked with creating the routes, databases, server files, and with the signup authentication and log in.

Demo: <https://lit-woodland-52997.herokuapp.com/>

Git-Hub: <https://github.com/Console-It-Project-3>

Work Experience

Home Products International, Chicago, IL — 03/ 2014 - 08/2019

Color Tech -

- 12 hour one man night shift position; full responsibility of shift and color department
- Operating machinery to ensure the correct color and supplies were produced.
- Enforcing safety measures in hazardous areas
- Experience in operating a forklift
- Trained over 20 new employees for various positions.
- Managing co-workers and equipment during changes in production.
- Contributed to loss prevention by fixing leaks or adjusting machinery.
- Assisting supervisors and managers with problem-solving issues e.g lack of inventory, mislabeling of supplies, disputes in the environment.

Material Handler -

- Performed heavy manual labor and time management
- Enhanced my multi-tasking capability
- Stocking each worker's section with supplies needed to prevent delay in production
- Communicating and assisting other staff when machines malfunction

Machine Operator -

- Operated machinery that produced ending product
- Inspected products to ensure high quality
- Packaged product to export to buyers

Education

Northwestern, Chicago, IL — Coding Certificate

12/2019 - 03/2020

Harold Washington College, Chicago, IL — Associate's in Science

08/2012 - 12/2014

Associate's degree centered on Chemistry and Math.