Jae Doherty

t: 415.297.3558   **e:** jaeld97@gmail.com   [Portfolio](#)   [Linkedin](#)   [GitHub](#)

Skills

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Jest, MaterialUI, Git, Heroku

Experience

Software Engineer - Intern | Voltaiq | April 2021 - Present
- Create user interfaces in React to implement designs and product specifications
- Collaborate closely with engineering team members to create a cohesive overall architecture and application through regular code reviews and agile methodology
- Validate code functionality Jest tests to ensure each unit of code performs as expected

HR Coordinator | Pill Club | June 2019 - December 2019
- Tracked all new hires, employee changes, and terminations for 400+ employees by managing HRIS database and generating People Ops Excel reports with employee data
- Performed group new hire orientations and restructured presentation materials from new hire feedback to better inform employees about company processes and perks

Projects

MatchStick   [live site](#) | [github](#)
JavaScript, React / Redux, Ruby on Rails, postgreSQL, CSS3
MatchStick is a clone of OkCupid, an online dating site. Users can like profiles and search for compatible users.
- Designed user forms to render unique HTML5 elements for each question, employing state to keep track of the current question and user's previous answers to create an engaging new user experience
- Utilized Rails models and controllers for CRUD actions, allowing users to create and edit profile information
- Implemented a liked profiles index route to fetch only necessary profile data, reducing Redux state size and increasing render speed

DAYA   [live site](#) | [github](#)
JavaScript, React / Redux, Mongoose, MongoDB, CSS3, HTML
DAYA is a social planner inspired by the desire to stay up to date on your friends calendars.
- Implemented flexible React components for event tiles with conditional edit or delete functionality, allowing for DRY and reusable code.
- Filtered users in the Redux store to display followed users only on the Home Page and not the Suggested Follows page, minimizing expensive Axios backend calls.
- Ideated and executed frontend UX and UI using CSS flex box for seamless navigation throughout the site

Ghost Blaster   [live site](#) | [github](#)
HTML5, Canvas API, JavaScript, CSS3
Ghost Blaster is a shooting game where players try to shoot as many ghosts as possible without letting any ghosts cross the entire screen.
- Employed Vanilla JavaScript and asynchronous functions to alter ghost image when shot, filtering previously shot ghosts after 1 second to prevent a cluttered game canvas
- Achieved realistic shooting by calculating individual slope and speed for each bullet shot based on the location of the user's click event

Education

App Academy | Fall 2020 | San Francisco, CA | Immersive full-stack web/software development course

Tulane University, School of Liberal Arts | Fall 2018 | New Orleans, LA | BS of Economics, Psychology Minor