

JANETT GONZALEZ

FRONT END WEB DEVELOPER



<https://janettxg.github.io/Portfolio/>



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<https://github.com/janettxg>

PROFILE

Coding is my passion; driven by a desire to learn as much as possible. A goal oriented and highly motivated critical thinker that is ready to charge forward to deliver high-quality work with an emphasis on delivering success.

SKILLS

Front end: HTML5, CSS3, JavaScript, jQuery, Bootstrap, Angular.js

Back end: Node.js, Express.js

Database: MongoDB

Tools: Git/Github, NPM, Bash

Design: Wireframes

EDUCATION

The Web Developer Bootcamp

2018-2018

A full-stack web development program focused on common best practices in object-oriented programming, MVC frameworks, data modeling, and test-driven development. Developed a portfolio of both individually focused and collaboratively focused projects.

Northern Virginia Community College

Associate of Applied Science Degree,
Interior Design
May 2015

PROJECTS

Hiking Trail Review

<https://hiking-trail-review.herokuapp.com/>

Hiking Trail Review is a full-stack web application. The application allows users to share their favorite hiking trails and review them. This full-stack application is built with Node.js, Express, MongoDB, Mongoose, Passport.js on the application layer. The client-side is Bootstrap, HTML, CSS, and Javascript rendered via EJS. Users add hiking trails with images and a description. The application is hosted on Heroku servers and MLab.

Sound Keys Play

<https://janettxg.github.io/sound-keys-play/>

Sound Keys Play is an application where alphabetical keys are mapped to sound and colored circles. Keys are tracked and can be replayed to create musical notes and color schemes. The application was created using the Howler.js library for audio playback, Paper.js to render vector graphics, and vanilla javascript to record and replay keys.

Guess That Color Game

<https://janettxg.github.io/color-game/>

Guess That Color Game is a game where players have to pick the correct color tile based on displayed RGB values. This app tests the player's RGB knowledge, in easy and hard modes. This game was built with vanilla JavaScript, HTML, and CSS.