

Jared Ricardo
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I am a self-taught front-end developer with a passion for learning, problem solving, and people. Over the course of the past two years, with the help of online courses, lectures, textbooks, personal projects, and a number of professional endeavors, I have become proficient in multiple front-end technologies. My current objective is to use the knowledge and skills I've acquired to shift from a career in fine dining hospitality to the dynamic and engaging field of web development.

Skills

- **Languages:** JavaScript, HTML, CSS, Liquid
- **Libraries & frameworks:** React, Bootstrap, Router, Chart.js
- **Misc:** Adobe Photoshop & InDesign, Github, Node.js, ES6, Responsive Web Design, Shopify

Work History

A Fresh Sip, Front-End Developer Intern

New York, NY

May 2021 – present

- Worked in startup environment to help build version one of A Fresh Sip's E-commerce platform
- Used technologies such as Shopify's Liquid templating language, HTML, CSS, and JavaScript to drive sales through the implementation of engaging UI/UX, filtration logic, and responsive web design
- Troubleshoot, debugged, and iterated upon platform designs and features with small, remote team

Augustine, Food Server

New York, NY

Aug 2018 – Apr 2020

- Generated \$25,000+ nightly revenue in team of varying size in high volume, high-pressure environment

M at Miranova, Food Server

Columbus, OH

Aug 2015 - Aug 2018

Education

The Ohio State University

B.A. English, minor in General Business; GPA: 3.9

Columbus, OH

Aug 2017

Personal Projects

- **Financial dashboard:** Responsive financial dashboard created using React, Bootstrap & ChartJS. The application employs the use of multiple financial APIs in order to create a fully functional tool. Price information, graphs, relevant news, and financial ratios are all rendered dynamically. Challenges included caching and persisting API data, asynchronous querying, and the implementation of a trie data structure for autocompleting ticker suggestions.
- **Pixel sorting application:** Small application built using React. Takes user uploaded images and reorders individual pixels based on selected sort option via canvas API. I Worked on this project to both learn more about sorting algorithms as well as canvas image manipulation.
- **Twitter-bot:** Simple twitter bot that parses JSON response from twitter API and replies to user's tweet with augmented text data. Built with Node.js and deployed to Heroku.
- **Game of an Image's Life:** Conway's Game of Life, but with a twist. Built using React.js, GOAL takes an image, converts it into an array of RGBA arrays (pixels) and plays out the classic game of life according to individual pixel data being either above or below a set threshold. The result yields interesting initial states of life and games. Option to randomize initial state is also included.