

# JULIAN COMPAGNI PORTIS

SOFTWARE DEVELOPER

## CONTACT

+1 415 710 1111  
jcompagni@gmail@gmail.com  
1250 Hillegas Ave. Oakland, CA  
github.com/jcompagni10  
[linkedin](#)

## EDUCATION

### APP ACADEMY

2017

### WESLEYAN UNIVERSITY

ECONOMICS & PHILOSOPHY, BA  
2011 – 2015

## SKILLS

### Front End

JavaScript  
jQuery  
React  
Redux  
Vue.JS  
HTML5  
CSS3  
Bootstrap

### Back End

PHP  
Ruby/Rails  
Python  
SQL

### Other

Google Analytics  
Adobe Suite  
Git

## PROFILE

*Robust and synergistic skills for conceptualization, development and deployment of digital content. Extensive experience in developing creative and engaging full-stack websites. Resourceful, hardworking and dedicated to producing exceptional content in creative and technical endeavors.*

## EXPERIENCE

### WEB DEVELOPER & DIGITAL MARKETING

Vox Coalition, San Francisco, Jan 2016 – Oct 2017

[Live](#)

Built a fully responsive eCommerce website for an apparel startup.

- Created a web app with a PHP backend and vue.js frontend that leveraged multiple APIs to send real postcards to congresspeople
- Managed all digital marketing initiatives including Facebook Ads and Google Adwords
- Used Google Analytics and Facebook pixel to monitor and adjust ad spend, increased engagement by 35%

### FREELANCE WEB DEVELOPER

San Francisco, Sep 2015 – Present

- Implemented full-stack web development for a range of clients.
- Designed custom, responsive web pages.
- Helped promote websites and their respective products using various online advertising platforms.
- Performed search engine optimization and engagement tracking with Google Analytics.

## PROJECTS

**CODE NINJA** – A coding challenge website featuring realtime code evaluation.

- Crafted Ruby on Rails backend to handle user authentication and user progress through challenges
- Leveraged React/Redux to dynamically update REPL environment and allow users to compete in timed challenges
- Developed custom code evaluation system that employed an AWS Lambda to safely evaluate and test user code

[Live](#) – [github](#)

**EVOTANKS** – A 2D tank game with an AI that dynamically adjusts strategy to beat the user.

- Programmatically generated random maps for tanks to navigate
- Implemented custom collision detection using vanilla javascript
- Built a custom AI that relied on a range of algorithms to effectively navigate the map and target the player  
Used a machine-learning algorithm to increase AI performance in response to the user's style of play

[Live](#) – [github](#)

**ENVENT** – A CMS for building and managing event mobile apps

- Crafted React/Redux front end for aesthetically pleasing and seamless design process
- Engineered Rails backend to programmatically generate React Native