# **Jeffrey Cruz**

# Software Engineer

Portfolio | Live - GitHub

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## **Technical Skills**

Strong: JavaScript, React, HTML, CSS, SASS, DOM, Mobile-First Responsive Development Familiar: Node.js, SQL, Postgres, Express, Wordpress, JSON, AJAX, REST APIs, HTTP, Webpack, NPM Tools: Git, GitHub, Figma, Visual Studio Code, Jira, Slack, Chrome DevTools, Canva, Photoshop

# **Professional Experience**

Software Engineer | Akluvis Inc. | Contract (Monthly) | (Nov 2022 - Present)

- Executed well-designed, reusable components with detail-oriented troubleshooting and debugging
- Exercised clear communication skills with mid and senior-level engineers of specific issues and bugs
- Participated in daily stand-up meetings to provide status updates of task assignments during sprints
- Resolved complex technical issues punctually to ensure completion of tasks before deadlines

# **Applications Developed**

#### LoLFindr | Live - GitHub

A full stack single-page web application for League of Legends players to browse/meet other players.

- Developed front end of application using **React**, using window hash routing to render components
- Incorporated **Bootstrap** card classes on the user list component, ensuring device-responsive layouts
- Established back end of application using **Node.js** for client/server communication with database
- Created Fetch requests to an Express server's RESTful API endpoints using a PostgreSQL database

#### Valorant Comp Builder | <u>Live</u> - <u>GitHub</u>

A web application for Valorant players to learn about agents and utilize a team composition builder.

- Achieved mobile-responsiveness via HTML and CSS through the use of Flexbox and media queries
- Applied AJAX to construct the web pages, obtaining character images and data from external API
- Designed wireframe using Figma to ensure a well-designed and balanced layout of the application
- Utilized **JSON** to store and retrieve data from previous team comp building web sessions

### **Education**

LearningFuze | Accelerated Web Development Coding Boot Camp (Mar 2022 - Jun 2022)

- 800+ total hours, spending 10-12 hours a day in a simulated workplace, learning and programming
- Developed web applications using agile methodology and scrum processes ensuring productivity
- Implemented daily stand-ups under the guidance and mentorship of experienced senior developers

#### California State University San Marcos | Bachelor's Degree in Sociology (Aug 2015 - May 2017)

- Led academic research on at-risk middle school students between the ages of 11 and 14
- Analyzed qualitative and quantitative data collection produced from observation and experiences
- Examined data correlation between academic success and external factors of school environment
- Implemented reward system increasing the GPA average of at-risk students from 2.1 to 3.2 overall