

# JEREMY ETZINE

## JUNIOR WEB DEVELOPER

I'm a Junior Web Developer who loves the challenge of coding. In this field you can spend ages working on the hard problem, but when you get it right you know it's right. It's so logical and that's what I find fulfilling.

I am a team player, having played basketball for many years at a competitive level, I would describe myself as the supportive team member, ensuring I can fill the gaps to help my team succeed.

I am so excited that I get to do something I am so passionate about as my career!

### CONTACT DETAILS

- Mobile: 0400179807
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- <https://github.com/jeremyetzone>

### SPECIALIZATIONS

- Back end development
- Web coding
- API Development

I am proficient in HTML, CSS, JavaScript, Ruby, VueJS, React, NodeJS and jQuery.

### PREVIOUS EDUCATION

#### General Assembly

Web Development Immersive

- Graduation: March 2019
- Coursework: HTML, CSS, JavaScript, jQuery, SQL, Ruby, Ruby on Rails, Axios requests, NodeJS, React

#### University of Queensland

- Studied: 2015 - 2018
- Coursework: Major in Criminology & Forensics, Minors in Mathematics and Psychology

#### Cranbrook School

High School Certificate

- Graduation: November 2014

### PREVIOUS EXPERIENCE

#### The Island, Sydney

Bar-Back (September 2017 - Present)

- Maintained bathroom cleanliness
- Washed and cleaned glasses
- Re-stocked bar fridges and troughs

#### Mathematics Tutor

Freelance (March 2016 - March 2018)

- Helped high school students in grades 7-11
- Covered algebra, trigonometry, differentiation, integration
- Used proof-based teaching

#### Woolworths

Team Member (June 2014 - March 2015)

- Ran checkouts and self-checkout
- Opened and closed store
- Organised weekly rosters
- Ran service desk area

### GA PROJECTS

#### Tic-Tac-Toe

Project 0 -

<https://github.com/jeremyetzone/tic-tac-toe>

- I created a functional in-browser game of tic-tac-toe using HTML, CSS and JavaScript. I used jQuery as a JavaScript library to simplify and shorten my code. The game allowed for two users with custom usernames to play, tracking turns and a winner/draw outcome. The game was built using a table in HTML and click functions to register the users' clicks inside the table which would then push either a 'X' or 'O' into the square.

#### NBA Players & Shoes Database

Project 1 -

<https://github.com/jeremyetzone/Project-1>

- I used Ruby on Rails to create a fully functional CRUD system that compared all NBA starters and their shoes with each other. I used CSS and HTML to show the views, with unique colour schemes for each team. My database had four models all with associations between each other. I compiled all the players and their shoes to compare which shoes had the highest scoring players. I built a large seed file containing all my data. This was entirely a passion project for myself, fostered from a personal enthusiasm for basketball.

#### Opera House Website Remake

Project 2 -

[https://github.com/jeremyetzone/operahouse\\_server](https://github.com/jeremyetzone/operahouse_server)

- This was a group project where my team and I attempted to redesign and rebuild the website for the Opera House. We split our team into two groups: front end and back end. I was the sole person working on the back end. I built the back end with Ruby on Rails, designing an API CRUD system to allow the front end to make collect the information. I built user-authentication on the back end as well as created custom JSON objects to help the front end when gathering the data.

#### Drafft - NBA Fantasy Draft

Project 3 -

[https://github.com/jeremyetzone/Drafft\\_Server](https://github.com/jeremyetzone/Drafft_Server)

- I built a basic NBA draft site using VueJS and Ruby on Rails. This project was very difficult and was mostly my first in-depth look into front end development but I thoroughly enjoyed it. I learnt and used VueJS within a week to build the draft site. I used a Rails API to send the data to the front end. I implemented user-authentication and custom JSON objects to minimise get and put requests used. I had asynchronous updating in the draft. I created blockers to only allow six users per draft in order to simplify the rounds process.