

JESUS MONTANO

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SKILLS

React, Redux, Ruby, Rails, JavaScript, HTML5, CSS, SQL, Canvas, RSpec, MongoDB, Express, node.js, PostgreSQL

EDUCATION

Full Stack Web Development - App Academy | Summer 2019

BA Economics - Yale University | 2014-2018

PROJECTS

SeatNerd (Ruby, Rails, ReactJS, Redux, PostgreSQL, JavaScript, CSS, HTML, jQuery)

[live](#) | [github](#)

SeatNerd is a sporting events ticketing marketplace inspired by SeatGeek

- Implemented custom user authentication, using BCrypt for password hashing, to allow registered users to securely manage their ticket listings and make transactions.
- Developed user autonomy by directly linking a user's tickets to their profile through the utilization of Active Record associations, allowing for a fast and efficient way to update or delete ticket listings from the SeatNerd marketplace.
- Created a custom modal framework using React component architecture allowing for efficient development of new forms and a more visually-appealing user experience.

BeastMode (MongoDB, Express, ReactJS, node.js, JavaScript, CSS, AWS)

[live](#) | [github](#)

BeastMode generates custom workouts tailored to a user's preferences

- Utilized MERN stack to fetch user data and filter input through an algorithm that queries MongoDB.
- Implemented an algorithm that generates custom workouts based on a given user's level of fatigue, access to gym equipment, and desired body part to exercise.
- Ensured user privacy and autonomy through frontend and backend authentication measures, BCrypt for password hashing on the backend with authentication routes on the frontend, allowing users to only rate and access previously recorded workouts when logged in.

Angry Referee (JavaScript, HTML5, Canvas, CSS)

[live](#) | [github](#)

Angry Referee is a game that allows users to take on the role of a soccer referee

- Built a custom game engine using JavaScript that manages the movement mechanics of the referee, opponents, ball, and other moving objects that influence the gameplay experience.
- Implemented a power-ups system that relies on object oriented programming techniques and vector calculations to dynamically alter the difficulty of the opponent AI.
- Developed a collision detection algorithm and integrated the Keymaster library to seamlessly manage player direction and velocity.

EXPERIENCE

Investment Banking Fall Analyst - Technology Mergers and Acquisitions

Woodside Capital Partners

Sep 2018 - Dec 2018

- Assisted in the execution of transactions by means of industry research, the performance of public company comparables and precedent transaction analyses, due diligence, and the preparation of pitch materials.
- Assisted on a multi-million dollar sell-side engagement for a digital photography company by coordinating with senior bankers and the client.

Summer Business Analyst

LifeLink

Jun 2017 - Aug 2017

- Identified, researched and analyzed key sources of revenue loss in the healthcare fields of orthopedics and cardiology that were presented to the CEO and Director of Business Operations.
- Built ROI analyses using Microsoft Excel to forecast the value of the adoption of LifeLink's platform for clients.