

JOSÉ MARIA CANUTO B. GASTON

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San Francisco, CA



ABOUT ME

[Portfolio](#)

[Linkedin](#)

[GitHub](#)

Full-Stack Software Engineer new grad from App Academy seeking to use proven skills in technologies like React, Javascript, and Ruby on Rails alongside a collaborative environment.

SKILLS

Javascript, Node.js, React.js, Redux, HTML, CSS/SASS, Ruby on Rails, PostgreSQL, MongoDB, AWS, Express.js, Git, Heroku

TECHNICAL EXPERIENCE & PROJECTS

Mama's Helper

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

Description: Task management app that allows users' tasks' to be assigned to other users | *Role:* Lead Backend Engineer

- Picked up a new stack, MERN, over the course of 48 hours and was tasked to present a Full-stack web-app in 1 week.
- Executed the development of backend API and custom routes with Express.js and Axios alongside Mongoose for model building and MongoDB for database handling.
- Accomplished efficient data transferring across users allowing for up to date visual representations on the state of tasks.
- Collaborated with team members in daily standups to tackle problems, celebrate achievements, and manage our Git.

AllMyVeryBestRecipes (inspired by: [link](#))

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

Description: Recipe sharing and shopping list tracking single page web-app. | *Role:* Solo

- Designed web-app with the user-experience as the focus. Achieved on-screen state change representation by utilizing Redux lifecycle methods and DOM manipulation.
- Integrated RESTful API with full CRUD actions utilizing Ruby on Rails backend controllers and routes alongside AJAX for HTTP requests, which render on React Components leading to seamless transitions between button clicks.
- Crafted HTML element styling with SASS technology to benefit from DRY code development.

Fireball Hero

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

Description: Vanilla Javascript browser game | *Role:* Solo

- Built grid system with HTML list elements grouped together with CSS flexbox with animation and rendering handled by DOM methods like `setTimeout()` and `setInterval()`.
- Fabricated visual locations of fireballs and avatar with the Canvas API alongside DOM manipulation to create movement.
- Compiled multiple JS files with webpack to output scripts from a single source.

EDUCATION

App Academy | July 2020 - November 2020 | San Francisco, CA | Remote

1000+ hours remote experience at 16-week full-stack coding bootcamp with a 5% acceptance rate

University of San Francisco | August 2012 - May 2016 | San Francisco, CA

School of Business, Bachelor's Degree in Business Administration; GPA 3.3

EXPERIENCE

Server | October 2018 - March 2020 | San Francisco, CA

Marlowe

- Assessed customer needs and wants based on verbal and non-verbal cues to provide unique customer experiences.
- Upsold relevant products increasing the average sale per customer by 20%.
- Managed live movement of products of up to 50 customers.