John LaTona

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https://github.com./johnlatona | https://www.linkedin.com/in/john-latona/ | https://johnlatona.github.io/Portfolio

Lover of both front-end and back-end development who desires to create beautiful functional applications that make people's experience with technology easier and more meaningful.

TECHNICAL SKILLS

HTML 5, CSS 3, Bootstrap, Materialize.css, JavaScript (ES5 and ES6), jQuery, RESTful APIs, MERN Stack(MongoDB, Express.js, React.js, Node.js), MySQL, Handlebars.js, Mocha, Chai

EDUCATION

Rutgers, the State University of New Jersey, New Brunswick, NJ

Nov 2017 - Mar 2018

Full Stack Web Development Program

Monmouth University

Sept 2005 - May 2009

B.S. Business Administration (Management Concentration)

APPLICATIONS BUILT

GigCompass

- An event search application designed to facilitate the location of music, sports, arts and theater events within a certain radius of a user's location. The app displays the venue location on google maps, gives driving/walking directions, and allows users to purchase tickets for the event.
- Tech used: Javascript, jQuery, HTML, CSS, Materialize.css, RESTful APIs,
- Responsible for most of the client-side javascript and UI design and implementation, mobile responsiveness, and implementation of the Google Maps API.
- https://johnlatona.github.io/GigCompass/

s0cial3r

- A full-stack social media platform that integrates with Discord Chat to allow users to find friends to chat and play online games with. Adds the community component that Discord largely lacks. The application utilizes the Discord API to talk in real time to Discord and vice versa.
- Served as Lead Front End Developer, and assisted with server-side routing and API creation. Responsible for Most of the UI and client side logic. Currently working on a version 2 that uses React.js as the view engine. Also converting from a MySQL database to MongoDB.
- Tech used: v. 1.0 -- MySQL, Node.js, Express.js, HTML, CSS, JavaScript, Handlebars.js, jQuery
- https://s0cial3r-ferg.herokuapp.com/

Clicky React Game

- A simple image shuffle game that keeps track of user clicks on images, and increments the score based on a user's ability to not click the same image twice.
 The app utilizes a JS adaptation of the Fisher-Yates shuffle algorithm to handle the image shuffle. Programmed exclusively with React.
- Sole developer
- https://johnlatona.github.io/clicky-react-game/

WORK EXPERIENCE

Princeton Dealer Services

8/2014 - 12/2017

President

- Senior leader of a large, automotive Finance and Insurance product agency that specialized in offering innovative finance product solutions for car dealers. Took over the company in 2014 having very little experience in the field and developed the company to the point where we were acquired by a much larger competitor in 2017.
- •Ran all aspects of the company from sales/marketing, legal, financials, social media and web presence, strategy and vision, and team development

Tenant Evaluation

9/2013 - 8/2014

Technical Project Manager/Client Onboarding Director

- •Oversaw a team of technical professionals responsible for onboarding new project management users to Tenant Evaluation's background search and credit-reporting enterprise application.
- •Responsibilities included client relations, form coding, team development, and compliance

Sales and Leasing Consultant at Freehold Kia

7/2012 - 9/2013

Sales and Leasing Consultant at Miller Buick GMC

1/2011 - 7/2012