

Jon Dominguez

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[LinkedIn](#)

[Github](#)

[Portfolio](#)

SKILLS

JavaScript, TypeScript, React, Redux, Python, Express, Node.js, jQuery, Ruby, Rails, SQL, Git, HTML5, CSS3, C++, MongoDB

EDUCATION

University California, Riverside - BS - Computer Science (Spring 2017)

App Academy - 1000-hour Full Stack Web Development intensive with <3% acceptance rate (Jan 2019), (Feb 2025)

PROJECTS

Chillflix

[Live Site](#) | [Github](#)

A clone of Netflix built on an Express/AWS S3/Postgres backend with React/Redux frontend

- Developed a pixel-perfect replica of the Netflix user authentication system including the splash page, form modal, and label animations on the session forms using HTML5 and CSS3
- Used AWS S3 to store and access videos in the cloud
- Utilized Redux architecture's unidirectional data flow for predictable state and reliable DOM rendering
- Mirrored Netflix features such as "My List," video info modals, infinite scroll wheel, and more

Hoop

[Live Site](#) | [Github](#)

An addicting, space-themed game built with pure JavaScript, HTML5 Canvas, CSS3 and Webpack

- Applied Object-Oriented Programming principles including polymorphic models resulting in clean, maintainable code which could be easily extended
- Developed customized algorithms for independent rendering of multiple objects which resulted in simpler collision detection method
- Utilized HTML5 Canvas and Audio tags to produce an immersive user experience with animated game world and sound effects for most game actions
- Employed webpack bundler to generate file tree dependencies and allow for performant development and end-user loading of application (< 5 seconds load time on low-latency network connection)
- Applied responsive JavaScript and CSS3 techniques to allow game to optimize its structure based on browser or device

EXPERIENCE

Game Engineer - UI

Machine Zone / AppLovin, March 2019 - August 2024

- Implemented the client-side of full features, from concept through deployment
- Collaborated with cross-functional teams ensuring seamless integration of UI elements with game mechanics
- Utilized agile methodologies to manage project timelines and deliver results ahead of schedule
- Adapted quickly to proprietary coding languages and tools modeled after Typescript, HTML, and CSS, contributing to efficient and effective solutions
- Consistently delivered exceptional work that met or exceeded project expectations
- Demonstrated a proactive approach to problem-solving and development, enhancing overall team productivity

Freelance Engineer - UI/UX

Profit Lounge, October 2024 - Current

- Began as a paying subscriber and was recognized as one of the most successful in their first 6 months
- Hired to the UI/UX team after frequently submitting suggestions that were chosen to be implemented
- Consistently updated existing features and designed new ones that were highly praised by members, significantly improving user satisfaction and engagement

Software Engineer

SFDoom5 (Self-Employed), June 2013 - June 2018

- Self-taught JavaScript, jQuery, HTML, and CSS to develop and sell a series of Google Chrome Extensions
- Leveraged the Twitter API to monitor any account's tweets in real time and grab links based off of user filters
- Utilized Google Chrome LocalStorage for user settings and info, removing the need for a backend and resulting in faster run time and higher customer satisfaction
- Helped to pioneer the movement of "bots," which have become an integral part of streetwear culture inspiring more people to learn how to code