

Jorge R. Barreto

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<https://www.github.com/jorge-barreto>

[JB]

Lifelong lover of knowledge and experienced live events producer sharply pivoting into software engineering.

Skills

Ruby • Rails • ActionCable • JavaScript • React.js • Redux.js • Node.js • WebSocket • NGINX • Redis
Docker • AWS S2 • Git • Apollo • PostgreSQL • MongoDB • GraphQL • Linux • Google Cloud Platform

Projects

Code Dueler (React, Express.js on Node, Apollo GraphQL, MongoDB, WebSocket)

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

Multiplayer game where the participants must race each other in attempting to complete a coding challenge. Players can see their opponent's stats (line count, passed tests), and spectators can see what each player is typing in real time.

- Used GraphQL subscriptions over a WebSocket transport layer in order to achieve low latency real-time functionality
- Implemented a Google Cloud Function which computes the user's code input and returns its output, or any errors raised, along with the stack trace

ActiveRecord Lite (Ruby, SQLite)

[Github](#)

Ruby module which clones most of the basic functionality offered by ActiveRecord, Rail's native ORM.

- Used metaprogramming techniques in order to dynamically generate classes and specific query methods based on SQL table information, including higher order association methods
- Implemented a SQL Abstract Syntax Tree manager (SastMan) in order to parse and internally represent SQL SELECT queries, allowing the arbitrary chaining of query methods

YASC - Yet Another Slack Clone (Rails 6, React, Redux, Webpack, PostgreSQL, Redis, WebSocket)

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

Fullstack SPA which mimics the basic functionalities of Slack, the messaging application.

- Leveraged ActionCable in order to implement real-time messaging across multiple user sessions
- Implemented a many-to-many polymorphic relationship in ActiveRecord which allowed for highly simplified queries to be made to the database
- Self-hosted behind a Dockerized NGINX reverse proxy secured by LetsEncrypt TLS certificates

Experience

Chief Technical Officer

04.2018 - 06.2019

Cryptocurrency Consultancy Group, LLC – Piqua, OH

- Co-founder of a cryptocurrency consultancy startup. Responsible for overseeing the design and production of the company's flagship offering: a self-contained 12-GPU processing unit used in the procurement of Ethereum
- Orchestrated a distributed cluster of dozens of such units. Maintained over 95% uptime
- Designed, constructed, and maintained a heat throughput system which lowered operating temperatures by 11°C

Development Coordinator, Technical Director

03.2016 - 04.2018

Project Monkey, Inc – Miami, FL

- Co-founder of a non-profit, entertainment-based startup. Ultimately responsible for all technical matters in the organization, especially orchestrating the day-to-day logistical needs of several shows at a time
- Led teams of 5-15 in order to safely erect theatrical scenery and production equipment, often in highly public spaces
- Assisted procuring and subsequently managing over \$150,000 in equipment-based donations on behalf of the organization

Education

2019 - 2020 **Full Stack Web Development**

App Academy - Remote

2011 - 2015 **Bachelors of the Arts - Philosophy**

New College of Florida - Sarasota, FL.