

John-Paul Gonzalez

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EXPERIENCE **Software Engineer** - *Travelytix, Inc.* (2016)

Travel analytics startup developing a solution for hospitality operations focused on improving property, employee, and task management and overall guest experiences.

- Developed API features for real time chat and live data streaming.
 - Performed integrations with Twilio messaging services.
 - Developed a large scale React/Redux app for both desktop and mobile.
 - Architected and built multiple features across the full stack.
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PROJECTS **GameFaces** (Ruby, Rails, JavaScript, React, Flux)

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

Social networking site for video game characters, based on Facebook.

- Leverages React/Flux to dynamically load content without page refreshes.
- Ranks friends in real-time via AJAX requests triggered by user actions.

SnakeS (JavaScript, jQuery)

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

Variation on the classic Snake game.

- Directly accesses and toggles the classes of over 2,500 DOM elements using jQuery to efficiently render complex game boards.

ActiveRecord-Lite (Ruby, SQL)

[github](#)

Object Relational Mapping inspired by ActiveRecord.

- Constructs SQL queries via metaprogramming using ORM-patterns.
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SKILLS

Ruby/Rails	SQL	AWS	JavaScript	Flux	HTML5
Java/Spring	Redis	Git	React.js	Redux	CSS3

EDUCATION **Software Engineering** - *App Academy* (2015 - 2016)

- 1,000+ hour software engineering course with < 3% acceptance rate.
- Emphasis on code quality, design patterns, TDD, and pair programming.

Juris Doctor - *Brooklyn Law School* (2008 - 2011)

- Co-wrote a brief to the U.S. Supreme Court in a first amendment case.
- GPA: 3.36 | LSAT: 99th-Percentile | NY Bar | NJ Bar