Juan Meza

Frontend Web Developer

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EXPERIENCE

Target, Cottle Rd, San Jose, CA — *Job Title*

July 2014 - Present

My responsibilities mainly consists of accurate inventory management within the store stockroom.

EDUCATION

West Valley College, Saratoga — *AA Web & Mobile Design*

August 2014 - Present

This degree is focused on the design aspect of web and mobile development along with basic programming. I am still currently Working on this degree. (Note: This does not hinder my ability to work a full-time position)

Udacity, Online — *Frontend Developer Nanodegree*

October, 2015

This degree was co-created by udacity and partner companies such as google upon a curriculum that meets industry standards. This is a project-driven degree, as students learn from industry experts and complete the required assignments.

PROJECTS

Be sure to visit my portfolio site listed above for live demos.

Neighborhood Map — *Nanodegree Project*

http://jrmeza514.github.io/frontend-nanodegree-neighborhood-app/

The application consists of three main components: a Google Map, a Third Party API, and a responsive design. The goal of this project was to add some of my favorite locations as markers on a Google Map. When the user clicks on the marker, the most recent instagram posts using the hashtag for the corresponding location will load into the user interface. The images show as a horizontally-scrollable list of images at the bottom of the screen. Finally, all this content will adapt and remain usable at various screen sizes.

SKILLS

HTML5

CSS3

JavaScript

jQuery

Knockout.js

AJAX

Unit Testing

Profiling Tools

Version Control

REST API

LANGUAGES

Spanish (Native)

English (Fluent)

Arcade Game Clone — *Nanodegree Project*
http://jrmeza514.github.io/frontend-nanodegree-arcade-game/

This is a basic clone of the popular arcade game "Frogger". All the Image Assets and game engine are provided and the objective is to create the mechanics of the game. (Movement, Collision Detection, Animation, and Failure). This project develops understanding of HTML5 Canvas and basic web-based game development.

Web Optimizations — *Nanodegree Project*
https://github.com/jrmeza514/frontend-nanodegree-mobile-portfolio

For this project we are handed a codebase for a mobile portfolio and pizza ordering site. The code is highly inefficient and performs very poorly. The objective is to go through the process optimize the applications to run at a smooth 60 fps and receive a google Page Speed score of 90. This project helps is an intro to the practice of profiling code to maximize efficiency.

Unit Testing — *Nanodegree Project*
http://jrmeza514.github.io/frontend-nanodegree-feedreader

Here we get even deeper into tasks developers complete aside from the application code. Testing the code and making sure it absolutely works is every bit as important as writing the code. For this projects we had to define the expectations we have for every part of the application and how it should function. Once the expectations are defined, we write unit test using the jasmine javascript testing framework to write the automated tests. Once we have written all of our tests, we ensure that the application always passes these tests.