

Kevin Ross

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[Linkedin](#)

[Github](#)

[Portfolio](#)

SKILLS React, Redux, Ruby, Ruby on Rails, Javascript, jQuery, SQL, Git, HTML5, CSS3, MongoDB, Node.js

PROJECTS

Splitcash (Rails, React, Redux HTML5, Postgres, and CSS3)

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

A full-stack single-page Splitwise clone where users can keep track of expenses between friends and money they owe or are owed

- Created an intuitive interface for transactions CRUD utilizing React/Redux, ActiveRecord, and the Postgres Database, allowing users to easily add, edit, and remove bills from their account.
- Utilized React components for seamless transitions and a dynamic and responsive user experience.
- Incorporated the React-Router-DOM to implement easy navigation between components and modals and ensure the correct components are quickly rendering.

Volunteerist (MongoDB, Express.js, React, Redux, Node.js, HTML5, and CSS3)

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

A full-stack single-page webapp where users can offer their time for local volunteering, request volunteers, and track volunteer statistics.

- Designed and created all React components as the frontend-lead of a four-person team, ensuring only necessary data was passed through and utilized lifecycle methods to ensure quick responses from user input.
- Applied the Git workflow to collaboratively work with three others on the frontend while teammates engineered other aspects of the project.
- Assisted with modification of backend routes and validations to ensure proper data is sent and received from the backend.

MazeR (Javascript, HTML5, CSS3, and Canvas)

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

A frontend web app game featuring a custom built maze and varying physics modifications from level-to-level.

- Designed a complex maze game map using HTML5 Canvas and JavaScript where users navigate through a maze.
- Developed a dynamic physics environment using JavaScript where the directional gravity changes between levels.
- Created a custom collision detection algorithm to work with a tile-map 2D environment. The system checks if the next move in a direction will result in a collision, and if it does, does not allow movement in that direction.

EXPERIENCE

Boys & Girls Clubs of Sonoma-Marin Santa Rosa, CA

May 2014 - April 2020

Program Director

- Lead a team of 5 in the facilitation of afterschool programs and summer camps for 150 - 200 youth.
- Maintained positive relationships with youth, parents, and school staff, ensuring conflicts were quickly resolved, leading to a much improved relationship between our Clubs and the schools.
- Spearheaded a new training program for new staff, resulting in higher employee retention and more successful Clubs.
- Developed and incorporated new STEM programming into curriculum, which resulted in Members developing a stronger interest in STEM activities.

Youth IMPACT Assistant

Sept 2013 - May 2014

- Developed a supply checkout system to accurately keep track of all supplies used for 30+ Clubs.
- Maintained company website to keep it updated with relevant information and to be visually appealing.

Camp Galileo, Lead Instructor - Photo and Video San Francisco, CA

May 2013 - Aug 2013

- Adapted digital photography and videography curriculum to match the needs of a specific group of 15 - 20 youth
- Maintained a stock of high end photo and video equipment and demonstrated proper use techniques.

Cascade Medical Transport, EMT Bend, OR

Oct 2012 - April 2013

- Monitored and tended to patients being transferred between medical facilities .
- Operated ambulance and communicated with hospital staff on the condition of the patients.

EDUCATION

App Academy San Francisco, CA

June 2020 - Sept 2020

- Graduated from the highly selective and rigorous App Academy program with a great foundation in full-stack web development.

Sonoma State University Rohnert Park, CA

2006-2011

- Graduated magna cum laude with a BA in Psychology