KENNY LOZEAU
Full-Stack Software Engineer

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TECHNICAL SKILLS

React.js, Redux, JavaScript, Ruby, Ruby on Rails, Node.js, Express.js, PostgreSQL, Python, MongoDB, Mongoose, Git, Firebase, jQuery, HTML 5, CSS 3, AWS, Heroku, Google Maps API, Webpack, RSpec, Test-Driven Development

PROJECTS

Campster | *(React/Redux, Ruby on Rails 5, PostgreSQL)*   **live** | **github**
A single-page full-stack clone of Hipcamp, allowing users to browse, search for, and book campsites
- Implemented custom user authentication on both the frontend and backend, cleanly and temporarily rendering any authentication errors to maintain a lightweight, modern user experience
- Developed a flexible search bar utilizing Google Geocoder API integrated with Google Maps API to render campsite search results dynamically-filtered by location to allow users to explore nearby campsites on a map
- Created a novel method for handling invalid reservation date submissions through the integration of original logic and Airbnb's react-dates datepicker library, curating a seamless booking workflow

Invasion! | *(JavaScript, HTML Canvas, Firebase)*   **live** | **github**
An original arcade-style JavaScript game rendered with HTML Canvas in which players pilot a flying saucer with the goal of collecting specimens from Earth while actively avoiding guided missiles
- Designed all graphics rendering with dynamic frame-rate using HTML Canvas in order to allow smooth gameplay as the speed of the animations increase with each level
- Built custom collision detection capable of changing behavior depending on gameplay, which allows players to interact with objects in complex ways, such as throwing and catching for bonus points

plantr | *(MongoDB/Mongoose, Express.js, React/Redux, Node.js)*   **live** | **github**
A MERN stack team project allowing users to create email reminders for taking care of their houseplants
- Partnered with backend lead to create and integrate bespoke frontend user authentication, ensuring data encryption using JSON Web Tokens
- Devised and incorporated an email-based notification system as the basis of the plantr app, utilizing SendGrid as an email server with Node Schedule to handle future notifications
- Administered all aspects of production deployment using Heroku, including managing use of all third-party API keys, ensuring plantr's server remains online with constant up-time

EXPERIENCE

Merchandising Manager | *Apple, Inc.*   Sept 2011 - Aug 2019
- Strategized and oversaw every product launch at Apple's West 14th flagship, maintaining a perfect on-time record
- Prototyped an inventory-tracking application using FileMaker Pro to streamline the process of ordering store-critical supplies while minimizing wasteful spending by integrating documentation into the user interface

Aeronautical/Thermodynamic Engineer | *Pratt & Whitney - United Technologies Corporation*   Mar 2008 - Jan 2009
- Planned, supervised, and analyzed all engine systems operability flight tests for the Next-Generation Product Family Geared Turbofan engine, reducing the number of necessary test flights by 18% over previous programs
- Wrote engine trim configurations to ensure optimal engine performance and reduce risk of engine damage in the event of a test failure

Guidance, Navigation, and Controls Systems Engineer | *Lockheed Martin, Missiles & Fire Control*   Mar 2008 - Jan 2009
- Spearheaded a study to determine the feasibility of hitting a moving target with a laser-guided bomb, utilizing the technology of the Sniper Advanced Targeting Pod
- Used Monte Carlo analysis and 6-DOF simulations to develop feasibility guideline for project proposals as a member of the Guidance, Navigation, and Controls Center of Excellence

EDUCATION

Embry-Riddle Aeronautical University - *BS Engineering Physics, Mathematics 2002 - 2006*
App Academy - 16-week intensive course in full-stack software development with 3% acceptance rate *2019*