Luis Espinola

Software Engineer

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Projects

Okayreads (Live - Repo)

A book management and community single-page app inspired by Goodreads crafted using a framework with React/Redux.

- Ensured user security by using BCrypt library for password hashing.
- Avoided N+1 queries by taking advantage of Activerecord SQL syntax.
- Applied the React Modal library to implement the review forms with a cleaner design.

Toretto (Demo - Repo)

A jQuery inspired, lightweight JavaScript library intended for DOM manipulation.

- Streamlined DOM manipulation methods, emphasizing usability.
- Created AJAX method that can be used to leverage API requests.

The Legend of Zelda: Link's Escape (Live - Repo)

Top-down dungeon crawler, based on the Nintendo classic series.

- Took advantage of vanilla JavaScript and Canvas to render the game elements.
- Implemented game objects through object-oriented principles to keep code DRY.
- Utilized timer functions (setInterval and setTimeout) to loop enemy animations.
- Built AI logic to ensure random enemy movement and handle collisions.

Skills

Ruby, Ruby on Rails, JavaScript, React.js, Redux, jQuery, HTML, CSS, SQL, RSpec, Git

Experience

Pace University, Pleasantville, NY — *Database Developer*

October 2014 - August 2016

- Used Microsoft SQL Server/SSIS to develop database components.
- Created statistical solutions using SSRS to keep track of student data year-by-year.

Popular Bank, Dominican Republic — *Product Manager*

January 2009 - January 2013

- Oversaw planning and implementation of internal and consumer-facing software products.
- Utilized IBM RPG for the backend and Java/ASP.Net on the frontend while leading development of mobile e-banking site.

Education

Pace University, New York, NY - *M.S. in Information Systems* January 2013 - July 2014 **PUCMM**, Dominican Republic — *B.S. in Computer Science* January 2001 - May 2008