

LUIS RANGEL

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SUMMARY

Software engineer who prioritizes the values of hard work, respect, inclusion, and innovation as fundamental to success. My primary focus is on Frontend Development, complemented by valuable experience in Backend. I maintain a proactive and adaptable approach, always eager to acquire new technologies essential for project success.

PROJECTS

SSBM Fundamentals. An ongoing web application that aims to help Super Smash Bros. Melee players improve their skills and learn from top players to be able to compete at higher level through course tutorials.

Emblems.gg. An ongoing online platform that hosts competitive tournament information for various competitive fighting video games. The platform pulls data from start.gg, a third-party service that supplies tournament data to employ an algorithm and generate a precise ranking system that can be used by tournament organizers and e-sports sponsors to meet their specific needs.

Snap Nourish. Collaborated with other Snapchat scholars to build a mock up feature using the Snapchat application map section. The purpose of Snap Nourish was to bring awareness to Snap users about food, security, educate them on healthier food choices through recipes, and provide a resource by giving them local groceries with the most affordable deals.

EXPERIENCE

Software Engineer

Self Employed

Feb 2024 - Present

Remote

- Developing two web applications for the gaming community: SSBM Fundamentals (personal project) and Emblems.gg (collaborative project).
- Currently responsible for designing, coding, debugging, and deploying full-stack web applications, with ongoing collaboration on Emblems.gg for frontend development and API integration, incorporating feedback from an e-sports sponsor.
- Used various web technologies and tools, such as HTML, CSS, JavaScript, Bootstrap, Material-UI, Tailwind CSS, RESTful APIs, JSON, React, Redux, Node.js, Express.js, MongoDB, Git, GitHub, AWS and VS Code.

Snap Engineering Academy Scholar

Snap Inc.

June 2021 - Aug 2021

Santa Monica, CA

- Participated as one of 15 scholars selected from over 100 applicants in the Los Angeles metropolitan area for an intensive, 8-week engineering program with Next Shift Learning, LA-Tech, and Snap Inc.
- Applied expertise in Full-Stack Development, GitHub, and utilized third-party libraries like p5.js, ml5.js, and firebase during the program.
- Actively contributed to a cross-functional team of 5 peers, collaborating on the design and implementation of a new socially conscious Snap feature.
- Executed tasks following industry best practices, including contributing to projects on Git and GitHub, conducting code reviews with/for teammates, and extending an existing codebase.

Graphic Designer

Los Angeles City College

Aug 2020 - Jan 2021

Los Angeles, CA

- Created visually attractive flyers and social media posts to advertise Veterans Resource Center resources, workshops, and other events.

Hospital Corpsman

Mar 2012 - Apr 2017

U.S. Navy

- Provided patient care and administrative customer support towards Military members and their families.
- Experience with taking vital signs, registering appointments, providing shots, and assessing medical issues.

SKILLS

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|------------------------|---|
| Frontend Skills | HTML, CSS, JavaScript, React, React Native, Redux, Angular, TypeScript, Laravel |
| Backend Skills | Node.js, Express.js, RESTful APIs, MySQL, MongoDB, Firebase |
| Other | C, C++, Java, Python, Git, Photoshop, Figma |

EDUCATION

B.S. Computer Science, California State University Northridge

2020 - 2022