

Eddy Flores

Software Engineer

516-789-9768 eddyflores@icloud.com [Portfolio](#) [LinkedIn](#) [Github](#) New York, NY

SKILLS: React, Redux, Ruby, Rails, JavaScript, MongoDB, Mongoose, Node, Express.js, SQL, PostgreSQL, Webpack, Git, Heroku, HTML, CSS.

PROJECTS:

Gigbrite *Ruby on Rails, React, Redux, HTML5, CSS3*

[live](#) | [github](#)

Gigbrite is an Eventbrite clone that allows a user to create/browse events. A user can also register to an event.

- Implemented a basic Model Level Authentication which creates a user object, tests for unique email, and records a session token for use on client-side and backend authentication.
- Worked with the React library to create a component based architecture. It converts the data that it gets from the backend into HTML on the DOM. To keep the code DRY, the components are reusable.
- Utilized AJAX requests in conjunction with Redux actions to interact with the Rails backend and Postgres database and reflect changes in realtime on the front end.

Felix *MongoDB, Express, ReactJS, Node*

[live](#) | [github](#)

A web application that allows a user to sort through and favorite curated media playlists by emotion.

- Led a small group of 4 developers as Team Lead to realize project idea into full application, overseeing git workflow, pull requests, as well as organizing team meetings and status updates.
- Developed thunk-action and reducer logic alongside front-end lead to integrate data from the MongoDB backend into the Redux global state for easy access on the front end
- Maintained consistent code quality and performance by working with devs to actively test and debug individual components

The Beginning *JavaScript, HTML, CSS*

[live](#) | [github](#)

A choose your own adventure style text-based, interactive experience.

- Used vanilla JavaScript to provide a splash/landing upon first page load. Then it gets replaced with the main game.
- Structured the dialogue object using a tree node like architecture. It helped organize the multiple dialogue choice options into different branches that the conversation can go.
- Maintained a clean visual look using simple HTML styling to go with the simplicity of the main game. Studied external resources to create the border for the main landing page.

EXPERIENCE:

Bartender

Shortys Bar/Grill [Website](#)

Nov 2019 - Jan

2020

- Maintained >95% customer satisfaction using time-management skills to provide speedy yet quality service.
- Organized end of day paperwork using network POS system with <1% errors.
- Taking inventory and ordering supplies to ensure bar/tables are well-stocked.
- Greeting bar patrons, reading and listening to determine drink preferences to make recommendations.

Customer Service Representative

Charter Communications [Website](#)

Feb 2019 - June

2019

- Utilizing communication skills to maintain top 3 ranking in overall customer satisfaction in my team.
- Developed interoffice training material as part of a committee that helped increase site numbers by 10%.

EDUCATION:

AppAcademy - 2020 - Software Engineering bootcamp with 1000 hour curriculum with a < 3% acceptance rate which consisted of learning languages such as Ruby, JavaScript and learned about different stacks such as MERN.

