

MIGUEL POU

CONTACT

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Profile

I am a front-end web developer with a true love for problem solving and connecting people with technology. As a former school teacher, I know the value of knowledge and how to turn that into something usable and meaningful.

EXPERTISE

HTML5
CSS3
Javascript
Node.js
Express
Ruby
Ruby on Rails
Angular
Git & Github

EDUCATION

Web Development Immersive
2016
General Assembly

B.S., Social Science Education
2012
University of Central Florida

► PROJECTS

Pixel-Dodger (Front-End Game - CSS, Canvas, JavaScript)

- A retro shooter game utilizing local storage for score keeping and includes 8-bit music for a full retro experience.

CRWL (Full-Stack - Ruby on Rails, MongoDB, JavaScript)

- An app for users to build a pub crawl in their city and have friends join in at any stop along the crawl.

Globetrotter (Full-Stack - Node, Express, JavaScript)

- A travel blog site designed to display beautiful pictures and geolocation for personal or public journaling.

Euclid (Front-End - CSS, Canvas, JavaScript)

- A 10 factor sound synth customizer built on a graphic interface.

► PROFESSIONAL EXPERIENCE

Self-Directed Learning (October 2016 - Present)

- Continuously working on coding challenges and meeting with peers to trade ideas via Meetups or to work on small code projects.

Web Development Immersive (July 2016 - October 2016)

GENERAL ASSEMBLY - Seattle, WA

- 12 week immersive program for full-stack web development focusing on responsive web applications.

Teacher (October 2013 - May 2016)

SEMINOLE COUNTY P.S. - Orlando, FL

- Taught both advanced and standard 7th grade American government/civics.
- Served as civics department PLC leader.

Teacher (January 2013 - October 2013)

IMAGINE CHARTER SCHOOLS - St. Petersburg, FL

- Taught grades 6, 7, 8 in world history, civics, and American history (respectively) in addition to Spanish.