Juan Carlos Rivas

Software Engineer | Front-End Developer | Visual Designer

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Skills

Programming Languages: JavaScript ES6, HTML5, CSS/SASS, PHP, SQL

Libraries/Frameworks: Node.js, Express, React.js, jQuery, Embedded JavaScript (EJS), Mongoose, Bootstrap

Tools/Software: Git, React Testing Library, Jest, Postman, PostgreSQL, Adobe: Photoshop, Illustrator, InDesign, XD

Additional: Fluent in Spanish, Graphic Design, Illustration

Projects

DoggieToDooDoo - Front-End GitHub - RESTful API GitHub

A **MERN** stack application that helps pet parents keep track of their pet's needs.

- Built RESTful API using **Express** and **Mongoose** to store user, pet, and todo list data in a **MongoDB** database. Created user authentication using **Passport,** with **Bcrypt** for password encryption.
- Developed responsive front-end from concept, testing, and launching of the final build using **React.js**, including **React Router**, and **Bootstrap**.

NASA Photography - GitHub - A gallery of NASA's Astronomy Picture of the Day (APOD).

- Retrieved data from NASA's APOD API to populate images and titles using **jQuery**.

My Movie Collection - GitHub - A Multi-page full-stack web application that allows users to create a movie collection.

- Built back-end using **Express**, **Method-Override**, and **Mongoose** to store user, and movie data in a **MongoDB** database. Established user authentication using **Express-Session** with **Bcrypt** for password encryption.
- Developed responsive front-end from concept, testing, and launching of final build using **EJS** and **Bootstrap**.

MossJobs - GitHub - A CRUD web application to share job opportunities - designed and developed within a team.

- Built back-end, using **PHP**, to store data from front-end in **SQL** database.
- Contributed to front-end design and implementation using **Materialize**.
- Collaborated effectively to prevent merge conflicts and keep version control.

Experience

Software Engineering Immersive - General Assembly   Aug 2020 - Nov 2020

- Developed strong software engineering fundamentals over a 3-month, 65-hour a week, immersive.
- Solved technical challenges leveraging strong troubleshooting skills and efficient documentation research.
- Learned responsive and adaptive front-end web design principles.
- Built multiple full-stack projects while meeting tight deadlines.
- Learned agile development workflow and best practices for working collaboratively within a engineering team.
- Worked and learned remotely using Zoom and Slack for reviews and interpersonal communication with instructors.

Communication Technician Advanced Services - Comcast   Jul 2007 - Jan 2021

- Continuously learned new procedures, systems and technical skills to advance from TV only technician to being 1 of only 2 home alarm take-over specialist - being able to work on all lines of business (TV, Internet, VOIP Phone, and Home Alarms) as needed.
- Leveraged knowledge and strong troubleshooting skills to consistently be in the top 10 and win awards for successfully installing and repairing services on the first visit to customer's homes - including the Comcast BowTie award for the best technician of the quarter.
- Efficiently installed services in customer homes - quickly adapting and finding creative solutions to challenges in ever-changing environments.
- Foster growth of new employees by mentoring and sharing knowledge with compassion and empathy.

Education

Software Engineering Immersive - Certificate of Completion - General Assembly   2020

Media Arts and Animation - Bachelor's Degree - The Art Institute of California - Silicon Valley   2013

Communication Studies - Certificate of Completion - West Valley College   2006