

Paul McJannet

I am a highly-motivated, self-taught web developer who continually learns new and exciting technologies. I frequently integrate acquired software skills to produce interesting and intricate applications for mobile and desktop environments.

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PROFESSIONAL EXPERIENCE

Canada Revenue Agency — Administrator

FEB 2023 - AUG 2024

- Organized, maintained and deployed provincial-wide intranet web content for multiple management teams
- Trained inexperienced developers in understanding and updating HTML code on existing web pages as well as implementing styling via front-end frameworks
- Addressed operational issues with legacy software by navigating documentation and collaborating solutions with team members

EDUCATION

Algonquin College — Web Development and Internet Applications

SEP 2024 - PRESENT

Currently attending Algonquin College specializing in the Web Development and Internet Applications program. Anticipated graduation date is August 2025.

PERSONAL PROJECTS

Beer Order Application



- React application uses JSON data to simulate e-commerce websites where users can dynamically interact with items and add them to a cart for processing
- Implements several fundamental technologies pertinent to modern React SPAs such as the context API, custom hooks, and portals
- Integrates multiple external libraries to provide appealing and seamless user interaction such as Tailwind CSS for modern styling and React router for navigation

PROGRAMMING LANGUAGES

HTML

CSS

JavaScript (ES6)

Python

MySQL

JSON

DEVELOPMENT TOOLS

VSCode

NPM

PIP

Git / GitHub

Vite

FRAMEWORKS & LIBRARIES

React

Next.js

React Native

Node.js

Tailwind CSS

Material UI

OTHER TECH SKILLS

REST API

Tensorflow

Responsive Design

CCNA

Microsoft Excel

Speech Recognition Maze



- React application generates a random maze in which users help navigate a square to the finish line using speech commands via a microphone
- Makes use of machine learning framework Tensorflow as well as Google's "Teachable Machine" tooling platform to integrate custom-built audio models that process user audio commands, which are then used to visually update progress about the maze

Online Store



- Designed and implemented a responsive multi-page website that employs various fundamental web development languages including HTML, CSS and JavaScript
- Form validation via regular expressions and dynamic content establishes an intuitive and realistic user experience

Music Player



- Conceptualized, built and deployed a small application using HTML, CSS and JavaScript that allows users to pause, play, skip, repeat and shuffle audio tracks
- Incorporates instrumental web development methodologies such as high order array manipulation and HTML event listener functions