

# PAUL RAMIREZ

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Queens, NY

**SKILLS** JavaScript, React, Redux, Node.js, Express.js, Webpack, MongoDB, PostgreSQL, Ruby on Rails, HTML, CSS, Sass (SCSS), Heroku, Git, Adobe Creative Suite (Premiere Pro, After Effects, Photoshop, Illustrator, Lightroom)

## PROJECTS

**Tonify** | *(React/Redux, Rails 5, HTML5, CSS3, PostgreSQL)*

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

*A functional Spotify clone built with React/Redux, Ruby/Rails and AWS S3*

- Leveraged Rails polymorphic associations and created CRUD operations to give users the ability to save songs, albums, artists, and playlists to personal libraries with a single “like” model for an individualized experience
- Utilized AWS S3 with ActiveStorage to host audio files and optimize database access while increasing scalability
- Built a custom playbar component connected to Redux state that allows users to continuously listen to audio files while simultaneously navigating different pages of the application
- Utilized Lodash debounce in a custom search feature to minimize API requests and fetch multiple models while making live changes to results, creating a seamless user experience

**TalentShare** | *(MongoDB, Express.js, React/Redux, Node.js, sockets.io)*

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

*A social media web application prioritizing art, photography, music, and dance implemented with the MERN Stack*

- Directed team to maintain a unified UI/UX across the entire application with certain rules for CSS and color usage
- Incorporated user auth by encrypting user details with the JSON Web Token library to send over HTTP using Axios and be decrypted by the JWT-Decode library on the frontend
- Managed response data from backend and took advantage of event listeners and React lifecycle methods to dynamically change post and comment components

**PathNavigator** | *(JavaScript, HTML5, CSS3)*

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

*A pathfinding algorithm visualizer written in pure JavaScript*

- Constructed a polytree made up of 1,350 nodes represented as tiles on a grid and customized common pathfinding algorithms to process them to search for a target
- Manipulated DOM elements to asynchronously update node classes and provide users with a clear visualization of how different pathfinding algorithms traverse a polytree without any external libraries
- Implemented object oriented programming to simplify relationships and functionality between nodes and visual components while also making a scalable design for more algorithms to be added in the future

## EXPERIENCE

*SPEAR Physical Therapy*

**Video Producer**

Feb 2019 - Mar 2020

- Single-handedly initiated and managed video production branch of the marketing department to increase patient outreach, engagement and online presence
- Managed, shot, produced, and edited 20+ video projects using the Adobe Creative Suite with a total of 45,000+ views for SPEAR Physical Therapy's YouTube channel
- Oversaw the entire production process of an hour long three-part docu-series for 20 year anniversary

**Physical Therapy Technician**

Jun 2018 - Mar 2020

- Worked directly with physical therapists to personally instruct 40-60 patients a day on their prescribed exercises
- Helped organize responsibilities between four other physical therapy technicians to efficiently and simultaneously handle 5-8 patients at a time
- Ensured patient safety by providing a consistently clean environment and essential equipment for treatment

## EDUCATION

CUNY Hunter College - BA Psychology, Dec 2019

App Academy - Rigorous 16 week full stack web development program with a 3% acceptance rate, Feb 2021