

PAUL RAMIREZ

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Forest Hills, 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)

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

A functional single-page Spotify clone built with React/Redux, Ruby/Rails and AWS S3

- Leveraged Rails polymorphic associations and the CRUD cycle to give users the ability to save songs/albums to their personal libraries and playlists with a single “like” model for an individualized experience
- Utilized AWS S3 with ActiveStorage to host audio files and avoid application storage while increasing scalability
- Built a custom playbar component connected to Redux state that allows users to continuously listen to audio files while simultaneously navigating 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 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

EXPERIENCE

Video Producer

SPEAR Physical Therapy

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

SPEAR Physical Therapy

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

EDUCATION

CUNY Hunter College - BA Psychology, Dec 2019

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