

Rey Sanchez

Software Engineer

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Relevant Experience

Senior Coach @ theCoderSchool

Sept 2020 - Present // Tampa, FL

- ▷ Instruct and assist students develop software projects ranging from games to mobile applications.
- ▷ Mentor, guide, and lead student projects following an “Idea, Logic, Code” paradigm.
- ▷ Design detailed development plans and manage multiple simultaneous projects.

Full-Stack Developer @ Gods & Titans NFT

Apr 2022 - Nov 2022 // WFH

- ▷ Developed a responsive React web3 DAPP that interfaced with the Ethereum blockchain and had multiple 3D immersive built-in applications using the Three.js library.
- ▷ Implemented cloud functions using Firebase to facilitate transactions between crypto wallets, the Gods & Titans DAPP, and Ethereum smart contracts.
- ▷ Designed and engineered a dashboard that allows users to view details about their walleted NFTs, leveraging third-party web3 APIs.
- ▷ Collaborated with a multi-disciplinary team of engineers, designers, producers, and stakeholders on a daily basis.

UI Designer / Front-End Developer @ TYGR NFT

Jan - Apr 2022 // WFH

- ▷ Designed and developed an innovative user interface under tight time constraints using Next.js.
- ▷ Tested site in various browsers and devices to ensure cross-browser compatibility and mobile responsiveness.

Skills

Programming Languages

Python, JavaScript (ES6), HTML, CSS, Dart, Lua, C/C++

Libraries & Frameworks

React, Flutter, Three.js, Node.js, Next.js

Tools & Platforms

Firebase, Git, Roblox Studio

Design

Figma

Education

University of South Florida

2017 - 2021 // Tampa, FL

Bachelor of Science in Computer Science

Interests

Anime, manga, basketball, gaming, art, hiking

Projects

Mugen Manga

Cross-platform application for reading manga built using the Flutter framework and web-scraping, with sign-in functionality, offline reading, and personalized reading settings.