

Roberto Contreras

Full Stack Developer

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As a highly motivated and coachable full stack developer, I am looking forward to continuing to develop my overall abilities wherever my career takes me. With the soft skills I have developed through my time working in the food industry coupled with my growing technical skills, I am able to effectively communicate with coworkers, stay focused in the face of increasing deadline pressure, and most importantly, increase production speed.

TECHNICAL SKILLS

Front End: Javascript | HTML | CSS | React.js | TailwindCSS | Typescript

Back End: Node.js | Express.js | PostgreSQL | MongoDB | Sequelize (ORM) | Mongoose (ODM)

Other: Github | Git | Heroku | Netlify | Vercel | CLI | RESTful API Development | Socket.io

PROJECTS

Feb 2023 - Feb 2023 | General Assembly

Typing Test App- Full Stack Project | [Github Link](#) | [Deployed Link](#)

- Developed a Typing Test App allowing users to calculate their typed words per minute along with being able to compare their progress throughout their previous tests.
- Implemented user authentication with the help of json web tokens.

Jan 2023 - Feb 2023 | General Assembly

Chappie- Full Stack Project | [Github Link](#) | [Deployed Link](#)

- Oversaw all git merges and git conflicts on server-side repository.
- Learnt and incorporated web sockets through socket io to allow for live time response rates.

Dec 2022 - Jan 2023 | General Assembly

HalfBeat - Full Stack Project | [Github Link](#) | [Deployed Link](#)

- Developed a music application incorporating Musixmatch API, an API that returns songs and artists details based on query searches.
- Utilized PostgreSQL, Sequelize, Express, and Node.js to perform full CRUD functionality hitting all RESTful API calls primarily allowing users to create their own playlists and adding songs to them.
- Engineered functionality allowing users to search public playlists created by other users giving the option to like and comment as well.

Nov 2022 - Dec 2023 | General Assembly

Tag - Front End Project | [Github Link](#) | [Deployed Link](#)

- Utilized Javascript and HTML Canvas to create a multiplayer game of tag based on collision detection.
- Implemented Sprite animations as users choose to move their characters around the canvas.

EXPERIENCE

Aug 2021 - Nov 2022 | Torrance, CA

Kang Ho Dong Baekjeong- Butcher (Aug 2021- Jan 2022) / Head Butcher (Jan 2022- Nov 2022)

- Originally began as an assistant butcher and then worked in all areas of the kitchen before being promoted to the highest position in the restaurant in less than a year.
- Kept an accurate inventory of current meat supplies and order them as necessary in order to maintain a healthy supply.

May 2021 - Jan 2022 | Torrance, CA

Miyabi Uni- Line Cook (Part-time)

- Responsible for preparing, cooking, and plating dishes in a timely manner.
 - Contributed to an increase of 30% in the speed and production of food for cooking and plating
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EDUCATION

Nov 2022 - Feb 2023 | Remote

General Assembly- *Full Stack Software Engineering Immersive*