Roberto Contreras

Full Stack Developer

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TECHNICAL SKILLS

Front End: Javascript | HTML | CSS | React.js | TailwindCSS | Typescript | Next.js
Back End: Node.js | Express.js | PostgreSQL | MongoDB | Sequelize (ORM)| Mongoose (ODM)
Other: Github | Git | Heroku |Netlify |Vercel | CLI | RESTful API Development | TDD
Languages: English | Spanish

PROJECTS

May 2023 - May 2023
Job Tracking Bot- Discord Bot | [Github Link](#) | [Demo GIF](#)

- Developed a Discord bot using Discord.js and deployed it on Heroku to automate job tracking.
- Created user commands for viewing job postings, updating statuses, and adding new postings.
- Implemented MongoDB as a NoSQL database to store all job posting information.

Feb 2023 - Feb 2023 | General Assembly
Typing Test App- Full Stack Project | [Github Link](#) | [Deployed Link](#)

- Developed a typing test web application using React, Node.js, Express, Tailwind CSS, Victory, and TypeScript.
- Implemented an algorithm to analyze typing mistakes and provide targeted test recommendations for improvement.
- Created user accounts to store and display a comprehensive list of previous tests, including the most frequent mistakes made.
- Integrated visual charts to compare the progression of two selected previous tests for performance tracking.

Dec 2022 - Jan 2023 | General Assembly
HalfBeat - Full Stack Project | [Github Link](#) | [Deployed Link](#)

- Developed a lyrics web application using Node.js, Express, EJS, MusixMatch API, Last.fm API, and Postgresql.
- Integrated the MusixMatch API as the primary source for song search and details, while incorporating the Last.fm API for album images.
- Successfully combined the two unrelated APIs to work together with a high success rate of at least 90%.
- Engineered playlist functionality, allowing users to create private or public playlists, with public playlists enabling interactions such as commenting and liking by other users.

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 that also has sprite animations.
- Object Oriented approach taken to write code that is understandable, adaptable, and extendable.

WORK EXPERIENCE

Aug 2021 - Nov 2022 | Torrance, CA
Kang Ho Dong Baekjeong- *Butcher (Aug 2021- Jan 2022) / Head Butcher (Jan 2022- Nov 2022)*
- Promoted from assistant butcher to the highest position within the restaurant in under a year, demonstrating versatility and rapid career progression. Maintained precise meat inventory management, ensuring a consistently healthy supply by ordering supplies as needed.

EDUCATION

Nov 2022 - Feb 2023 | Remote
General Assembly- *Full Stack Software Engineering Immersive*