Roni Ramon

415-690-5827   roniramon260@gmail.com
LinkedIn | GitHub | Portfolio Site

RR

EXPERIENCE

Juniper Network | 2016 - 2018
Contractor Software Engineer
- Managed and supervised a project to create a tool that automate the process of submitting users request and process workflow, result in improved documentation of request, workflow and storing of data.
- Created features to improve software to manage users requests and storing data in multiple databases, resulted in well organised and accurate data as well as improved process efficiency.
- Supported and build SharePoint sites and internal websites, integrated Adobe Analytics in order to increase awareness in the company to our teams effort while maintaining the data up to date.

On3Health | 2017
UI/UX Designer
- Designed elements and HTML pages using JavaScript and Less. Compatible on multiple platforms and browsers to give the app a cohesive look.

Freelance Web Developer | 2017
- Designed and build a responsive website using Bootstrap and JavaScript, compatible on web browsers and mobile browsers .
- Implemented SEO to optimize the website for online visibility.
- Designed and build - http://www.kariflobergtherapy.com

SKILLS

Ruby, Rails, JavaScript, jQuery, PHP, SQL, Git, HTML5, CSS3, Java, Less, SCSS, React, Redux, webpack, RSpec, SharePoint, phpMyAdmin, Bootstrap

PROJECTS

SnaPics - Full stack project (React/Redux, postgreSQL, Rails, webpack, SCSS**)**   Live Site | Github
SnaPics is a photo sharing application inspired by flickr.
- Implemented user authentication using BCrypt to allow user to signup, signin and view protected frontend routes.
- Utilized Cloudinary for storing photos user uploaded on the cloud and stored url in the application database.
- Developed a custom responsive photo show container using SCSS to display on multiple browsers and devices.

StarFied - Frontend project (HTML5, JavaScript, SCSS, webpack**)**   Live Site | Github
Startfied is A tribute to the game Volfied from 1989.
- Integrated the flood fill algorithm in order to fill the area that the user has claimed.
- Utilized DOM manipulation in order to create the game grid and detect where is the user and enemies location at any giving point.
- Developed collision detection algorithm for characters, and integrated with keystroke event listeners to predict future player direction and movement.

AMAZING PROJECT ()   Live Site | Github
This is a very short sentence about what your project does and the languages you used
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- Nulla consequat massa quis enim. Donec pede justo, fringilla vel, aliquet nec,

EDUCATION

APP ACADEMY (2018)
Topics include: TDD, scalability, algorithms, OOP, coding style, REST, security, single-page apps, and web development best practices.

City College Of San Francisco (2015)
Certificate in Computer Science: Web Application Programming

Netanya Academic College (2012)
BA in Communication