Sam McClure

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SKILLS

Ruby, Ruby on Rails, RSpec, JavaScript, jQuery, React.js, Redux, SQL, Git, HTML5, CSS3

PROJECTS

Rollover *(Ruby on Rails, React/Redux, CSS3, PostgreSQL, AWS S3)* | Sole Developer   Live Site | Github
A full-stack, single-page blogging site inspired by tumblr

- Condensed several different post types into a single PostgreSQL table with post-type attributes as an elegant way to keep code DRY, modular, and easily scalable.
- Formulated different Active Record queries to fetch specific data from PostgreSQL, such as all posts that a user has liked or only posts made by a specific user.
- Reduced time needed for styling the frontend by using SCSS to nest style rules and Flex to equally space child components within their parents.

Current *(mongoDB, express.js, React/Redux, node.js)* | Collaborator in team of four   Live Site | Github
A trending content aggregator where users can see trending posts from multiple sites

- Implemented NewsAPI and YouTube Data API to return posts related to a user's search parameters and refined the calls to get the most recent and popular posts.
- Devised asynchronous Promise calls in JavaScript to return only results from selected APIs and connected it to a React component that received user input from a checkbox form.
- Organized a team of four by creating the project outline, coordinating group calls, and checking in with each team member daily to ensure everyone had a clear direction for the day and nobody was stuck for long
- Developed a method to fetch current trends directly from the Google Trends website

SoundStars *(JavaScript, HTML5 Canvas)* | Sole Developer   Live Site | Github
An audio visualization that allows users to connect stars and play back their sounds.

- Implemented JavaScript event listeners to calculate where a user's mouse was located relative to an HTML5 Canvas, enabling objects on the canvas to be selected.
- Utilized an asynchronous loop in JavaScript that allowed selecting and playing audio HTML tags, an async action, to play back in a sequential order.
- Formulated a way for users to draw lines from one star to another using mouse move events and clearing/redrawing a new line on the canvas with each movement, allowing the user to feel like the line was dynamically moving with their mouse

EDUCATION

App Academy - 1000-hour immersive full-stack web development intensive with <3% acceptance rate (2018)
Lawrence Technological University - *BS - Audio Engineering Technology - 3.9/4.0 GPA -* (2010 - 2014)

EXPERIENCE

Associate Systems Engineer
Panasonic Automotive, June 2015 - May 2017

- Designed Active Noise Cancellation (ANC) tunings for over 10 vehicle launches for multiple major car companies by taking acoustic measurements, analyzing data, and testing on-site with the client.
- Fixed a potential ANC instability by coming up with a revised tuning and implementing it into 300+ vehicles just before public launch.
- Created a plan to prevent future tunings from having instabilities by performing more QA tests on the ANC systems and taking measurements on 100+ client vehicles before product release.
- Reduced factory engineer man hours 50% by creating an excel spreadsheet designed for inputting and calculating testing measurements.