

SAMUEL TURCOTTE

Front-End Developer

CONTACT

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 Toronto, ON, Canada

 www.samuelhturcotte.com

EDUCATION

Web Development Career Path

Codecademy | 2021

Diploma Applied Arts and Technology

Algonquin College | 2018

SKILLS

- HTML / CSS / JavaScript
- Angular / React
- Accessibility
- Unit testing
- UI/UX
- Project Management
- Customer Service
- Communication
- Problem Solving
- Time Management
- Marketing / Branding

LANGUAGES

English | Fluent

French | Fluent

EXPERIENCE

Bilingual CUETS/MBNA Dual Customer Service Agent

TD Bank | Ottawa, ON | 2019

- Use multiple web-based applications to assist customer's needs.
- Up-sell products and services.
- Review, verify and update customer's accounts.
- Assist with financial and product inquiries.
- Business Wind Down (CUETS).

Bilingual Technical Support / Customer Service Representative

Elavon | Toronto, ON | 2018 - 2019

- Use multiple web-based applications for investigation and verification.
- Offer technical support for POS Terminal.
- Business to business environment.
- Assist with financial and funding inquiries.

Customer Service Representative

MoneyKey | Toronto, ON | 2018

- Use multiple web-based applications for investigation and verification.
- Review, verify and update the customer's loan application to determine eligibility.
- Build customer confidence in the services offered by MoneyKey as a subject matter expert

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PROJECTS

Personal Website

- Developed a website with modern CSS techniques including responsive design using flexbox
- Utilized semantic HTML5 elements to ensure accessibility when using screen readers.
- Used Axe Pro scanner to identify any accessibility issues and resolve them
- Used git and Netlify for continuous deployment and quick updates and web hosting

Jump over the bull game

- Generated obstacles for the user by dynamically inserting HTML elements on the screen and controlling them through JavaScript Code
- Set up the game engine so that the player can start, end and restart the game
- Ensured that the game engine maintained score of how many obstacles the player has overcome
- Used JavaScript event handlers to allow the players to use keyboard events to perform jumps
- Dynamically updated CSS properties using JavaScript to move elements in the background, the player avatar and the obstacles on screen