

Jimmy Collins

t: 669 888 5795

e: slimjim49j@gmail.com

Creede, CO

[Linkedin](#)

[GitHub](#)

[Personal Site](#)

Skills

Javascript, Node, Express, Ruby, Rails, React, Redux, PostgreSQL, MongoDB, jQuery, HTML5, CSS3, AWS (S3, EC2), Git, Axios, Webpack, Heroku, Sass, RSpec, Mocha

Projects

Bored Gamer

[live site](#) | [github](#)

MongoDB, Express, React / Redux, Node, Axios, Webpack

Board Game Recommendation Website

- Architected game index route to allow for game filtering, sorting, and infinite scroll through a MongoDB query
- Collaborated as team lead on overall program architecture to ensure cohesive group workflow
- Implemented CRUD actions for reviewing board games on backend along with React / Redux cycle
- Seeded data for 5000 board games by uploading JSON to MongoDB from a single use backend route
- Constructed backend route for viewing all of a user's reviews, categorized by like or dislike, resulting in a personalized user experience

ViewTube

[live site](#) | [github](#)

JavaScript, React / Redux, Ruby on Rails, PostgreSQL, CSS, AWS, Heroku, Webpack

Fullstack Youtube Clone

- Employed an AWS S3 bucket and Rails Active Storage to create video upload and playback functionality
- Created full CRUD cycle on comments so users can create, view, edit, and delete their comments
- Implemented ability to create and delete likes on videos while using Rails and Active Record best practices
- Styled modals, navbar, forms, and videos to match Google's Material UI theme
- Built custom user authentication with BCrypt to safely store user credentials in PostgreSQL to authorize actions like video upload, comments, and likes
- Simplified state management across React components using Redux to control user, video, comment, and like data resulting in clean, modular code

KnightWatch

[live site](#) | [github](#)

MongoDB, Express, Node, HTML, CSS, Javascript, Webpack

Javascript Fighting Game

- Utilized a fixed time step game loop to ensure consistent gameplay across computers
- Constructed collision detection and resolution to allow entities to collide with walls and bullets
- Built play and pause functionality by using OOP to manage asynchronous timer functions and game loop
- Structured program using MVC architecture to create more scalable and modular code

Experience

Information Technology Intern | September 2019 - December 2019

ACTS Corporation

- Integrated video playback interaction into navigation bar and lesson pages using vanilla DOM manipulation, creating a more fluid user experience
- Wrote a guide detailing how to provision and connect to an AWS EC2 virtual machine as part of an introductory course to cloud computing
- Refactored frontend web pages using semantic HTML and CSS to greatly increase code readability and development productivity

Education

App Academy | April 2019 | San Francisco, SF

Immersive software development course with a focus on full stack web development