

# Jimmy Collins

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Gilroy, CA

[Linkedin](#)

[GitHub](#)

[Personal Site](#)

## Skills

Javascript, Ruby, Rails, React, Redux, SQL, MongoDB, Express, Node, jQuery, HTML5, CSS3, AWS, Git, Webpack

## 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
- Leveraged Active Record's ORM to create video search functionality by title and description
- 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

## Education

App Academy | April 2019 | San Francisco, SF

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