Sean Woodruff

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TECHNICAL SKILLS:
React, Redux, JavaScript, Ruby, Rails, HTML5, CSS3, SQL, Node.js, JQuery, Git, RSpec, Flux

PROJECTS:

ANIMETFLIX *Ruby on Rails, ReactJS, Redux*   Live | Github
An Anime-themed clone of Netflix with toggleable lists, video-playing thumbnails, and user watchlists
- Structured frontend with React-Redux for scalable functionality with user interactions, including a custom video player controller
- Optimized search engine to send requests to postgreSQL database without N+1 queries while also receiving matching titles, genres, etc that update the query when clicked, making it easier for users to find something
- Built Rails backend using AWS S3 for media storage, improving performance of media requests and video playback

FIRE GIRL Javascript   Live | Github
A 2D action platformer demo that harkens back to the 16bit era of games
- Constructed level physics, characters, and enemies on HTML5 Canvas with accurate collision detection every frame without lag, even with over a dozen objects on screen
- Designed background and level platform textures

UPNEXT   *Express, MongoDB, ReactJS, Node.js, Redux*   Live | Github
An app that logs a user's media interests (movies, tv shows, games) and provides lists of recommendations
- Crafted a mobile-first frontend with media queries for streamlined and accessible user interface
- Collaborated with a team of developers, breaking down tasks into separate Git repos with constant communication and minimal merge conflicts

EXPERIENCE:

STAGEHAND / ASSISTANT EQUIPMENT MANAGER
Gum Studios   Oct 2018 - Aug 2019
- Managed changes and cuts in equipment orders on company database before and during shoots, often for three or four simultaneous shoots
- Tested and organized all outgoing and incoming lighting/grip gear to ensure everything was functional and ready for use

GRIP, GAFFER, ASSISTANT CAMERA
Freelance   Apr 2014 - Aug 2019
- Constructed elaborate light set-ups for on a variety of projects, most often being reality television where lighting had to be completed and disassembled in a handful of hours or less
- Delegated duties to other grips with clear instructions where little clarification on how to execute their tasks
- Inspected the functionality of lighting and camera equipment before and after each project to make sure nothing was damaged

EDUCATION:
New York University - *BA Cinema Studies, 2008-2012*

AppAcademy - 2019 - 2020 - A software-engineering bootcamp with a 3% acceptance rate and 1000+ hours of coding lessons and projects