

# Sean Woodruff

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**SKILLS**   JavaScript, React, Redux, Ruby, Rails, HTML5, Sass, CSS3, PostgreSQL, Node.js, MongoDB, Express, Git, REST, Webpack, jQuery, AJAX

## EXPERIENCE

**SOFTWARE ENGINEER**   *CoronaCare USA*   April 2020 – Current

- Translated mock-up designs into responsive, mobile-friendly frontend with React components and postcss
- Implemented community donation pool in under three days, expanding potential donor base and bringing platform in alignment with non-profit regulations
- Strengthened security against injection attacks and bot accounts with backend regex validations and identity verification through Twilio's Verify API
- Collaborated with a team of developers following proper git workflow protocol through constant communication and a structured process of commits and pushes to avoid merge conflicts

**GRIP, GAFFER, ASSISTANT CAMERA**   *Freelance*   Apr 2014 – Aug 2019

- Constructed and disassembled elaborate light set-ups for on a variety of projects, often within severe time constraints
- Instructed grips with clear instructions on how and when to complete their tasks
- Inspected the functionality of lighting and camera equipment before and after each project to make sure nothing was damaged

## PROJECTS

**ANIMETFLIX**   *Ruby on Rails, ReactJS, Redux, HTML5, CSS3, Sass, PostgreSQL, Webpack*   [Live](#) | [Github](#)

*An animation-theme clone of Netflix with toggleable lists, video-playing thumbnails, and user watchlists*

- Enhanced search functionality by displaying a list of related content, allowing the user to easily update queries for similar titles
- Built frontend utilizing RESTful APIs and Redux to request and organize movie data based on profile activity, search results, or media type
- Achieved list navigation and thumbnail video playback functionality using React state and lifecycles
- Leveraged AWS S3 database to store video and image files, reducing server load and improving scalability

**FIRE GIRL**   *JavaScript, Canvas, HTML5, CSS3, Google Firebase, Webpack, Photoshop*   [Live](#) | [Github](#)

*A 2D action platformer demo that harkens back to the 16bit era of games*

- Produced multilayered collision detection that dictates platforming physics based on coordinates and acceleration
- Developed multiple enemy AIs that responds to player position and actions for varied and challenging combat
- Designed background and level platform textures with Photoshop for a layered and immersive gaming experience

**UPNEXT**   *MongoDB, Express, ReactJS, Node.js, Redux, HTML5, CSS3, Sass, Webpack*   [Live](#) | [Github](#)

*An app that logs a user's movie interests and provides lists of recommendations with a team of 4 developers*

- Crafted a single-page, mobile-first, frontend with React-Redux and SCSS that maintains a consistent user experience across all platforms
- Utilized TMDB's API and refactored backend to incorporate TV show lists and queries

## 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