

Sean Woodruff

518-813-2514 sswoodruff89@gmail.com [Portfolio](#) [LinkedIn](#) [Github](#) New York, NY

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 backend security against injection attacks with regex validations
- 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* [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

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