

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, AJAX, Git, REST, Webpack, AWS, jQuery, RSpec, Capybara

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

- 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.
- Optimized search engine to include a suggestions list generated by new queries that update the results when clicked by the user
- 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

- Crafted a single-page, mobile-first, frontend with React-Redux and SCSS that maintains a consistent user experience across all platforms
- 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

EXPERIENCE

STAGEHAND / EQUIPMENT ASSISTANT Gum Studios Oct 2018 - Aug 2019

- Managed changes and cuts in equipment orders on company database before and during shoots, often for multiple 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 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

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