Sean Woodruff

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TECHNICAL SKILLS:

React, Redux, JavaScript, Ruby, Rails, HTML5, CSS3, PostgreSQL, Node.js, jQuery, Git, RSpec

PROJECTS:

ANIMETFLIX *Ruby on Rails, ReactJS, Redux*, PostgreSQL   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 a normalized state, capable of rendering multiple lists with over a dozen entrees each upon login
- Integrated thumbnail video playback upon user interaction, as well as custom video player controller on the watch page operating off of React component states
- Optimized search engine to fetch movies from postgreSQL database, including suggestions that update the results when clicked by the user
- Seeded AWS S3 database with video and image files, allowing immediate response and playback for a smoother user experience

FIRE GIRL JavaScript, Canvas, HTML5, CSS3   Live | Github
A 2D action platformer demo that harkens back to the 16bit era of games

- Crafted game physics with velocity constants, inherited class functions, and a tile map array to determine character and enemy movement and combat interaction
- Calculated and implemented over fifty collision detection callbacks that can be checked and invoked at constant time during gameplay without lag
- Designed background and level platform textures with Photoshop for a layered and immersive gaming experience

UPNEXT *Express, MongoDB, ReactJS, Node.js, Redux*   Live | Github
An app that logs a user's movie interests 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 branches 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 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