TIMOTHY FRACZAK

Queens, NY   347-770-2444   tfraczak@gmail.com   **Portfolio**   **LinkedIn**   **Github**   **AngelList**

SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Python3, Mongoose, MongoDB, NodeJS, ExpressJS, SQL, PostgreSQL, SQLite3, Webpack, jQuery, Git, Canvas, Test Driven Development, Object Oriented Programming, Google Maps API, Data Structures and Algorithms, Heroku, WebSockets, VSCode, VisualBasic, Adobe Photoshop, WordPress

PROJECTS

Accord | *(React/Redux, Ruby, Ruby on Rails 5, ActionCable/Websockets)*   **live** | **github**

A clone of Discord.com

- Implemented polymorphic associations for messages and memberships tables to leverage Ruby's constantize method to keep code clean, dynamic, and dry..
- Implemented React.js to build a single page application with quick responsiveness and enhanced UI/UX for navigation
- https://pepplish.comIncorporated React-Redux containers and selectors to make the front-end state highly scalable and uni-directional while assembling the information necessary for each component.
- Implemented WebSockets via ActionCable for interactive, real-time CRUD of features to provide the user with an enhanced UI/UX.
- Implemented interactive Canvas elements to enhance the overall aesthetic and feel of the application.
- Leveraged Sass to compartmentalize styling for components and for recycling style for similar components.

Postcard | *(React/Redux, MongoDB, ExpressJS, NodeJS, Google Maps API, AWS API)*   **live** | **github**

For the avid traveler who would love to have a digital scrapbook of their journeys.

- Incorporated and styled Google Maps API to enhance UI/UX for the core functionality of the app.
- Leveraged DOM manipulation to ensure map markers are interactive with their respective listed DOM elements.
- Built JavaScript selector and formatter functions to maintain a normalized Redux state and ensure a one-way data distribution system within the front-end components.

Dungeon Crawler | *(JavaScript, Webpack)*   **live** | **github**

A JavaScript browser game where a player can explore a randomly generated dungeon and collect items.

- Implemented a graph node abstract data structure to maintain all the rooms within the game.
- Employed Canvas API to render images to the browser for a simple, interactive, and fun UI/UX.
- Designed logic to ensure each playthrough is unique and properly generates rooms with respect to surrounding rooms.
- Implemented enemy chasing and detection utilizing complex trigonometry calculations for normalizing vectors and proximity.

EXPERIENCE

Owner

Pepplish Provisions, Inc.   Aug 2015 - Present

- Increased sales revenue each year by an average of 115% within the first 3 years by building and fostering relationships with customers and vendors.
- Spearheaded an initiative to source internationally and locally from ethical programs such as Fair Trade International and John Bowne High School Agricultural program in Queens, NY.
- Directed the creation of and maintained a WordPress-powered website which has an e-commerce platform with Stripe, PayPal, and AmazonPay point-of-sale APIs implemented.

Hazardous Material Specialist

NYC Department of Environmental Protection   Dec 2008 - Feb 2015

- Maintained and operated shared equipment for daily operations in hazardous material responses and inspections.
- Enforced NYC regulatory compliance laws for utilization, hygiene, and accidental or intentional release of hazardous materials.
- Trained other employees on proper standard operating procedures for responding to emergencies, performing inspections, and gathering field data.
- Took initiative to build and maintain a scripted daily work sheet in Microsoft Excel utilizing VisualBasic for supervisors to prepare daily assignments for their subordinates and reports for their managers.

EDUCATION

AppAcademy - *Highly selective software engineering program with a 3% acceptance rate.* June 2021
City College of New York - *MS Chemical Engineering.* May 2015
Stony Brook University - *BE Chemical & Molecular Engineering.* May 2008