

VICTOR CRISPIN

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[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Three.js, C, C++, Java, Python, PHP, Passport.js, AWS, S3, Shopify / Liquid, Linux, Windows WSL

EXPERIENCE

Software Engineer Apprentice - [App Academy](#)

Sept 2020 - Present

- Conducts technical screens of coding bootcamp applicants and assesses algorithmic aptitude in various languages, including JavaScript, Ruby, and Python

Coding Instructor - [Code Nation](#)

Sept 2020 - Present

- Teaches HTML, CSS and JavaScript to high school students in an underserved NYC-based high school
- Works closely with students to develop fundamental coding skills and empowers them to pursue careers in technology

Ecommerce/Marketing Consultant - *The Reine Group (Founder)*

July 2016 - May 2020

- Hired and managed a skilled team of 3 and delegated assignments to boost the firm's efficiency and output
- Optimized Shopify Ruby Liquid themes that increased page load speeds reducing visitor bounce rate by 15%
- Increased clients revenue by up to 13% implementing email marketing campaigns that promoted repeat purchase rates, and reduced remarketing costs on alternative platforms like Google Adwords and Facebook paid Ads
- Implemented SEO tactics that optimized product pages increasing organic traffic by major search engines leading to an increase in organic sales

EDUCATION

Web Development - [App Academy](#)

Summer 2020

16 week Full-time software development program with a focus on full-stack web development, entailed 1000+ hours of coding

Computer Science - Brooklyn College CUNY

2015 - 2017

PROJECTS

3D Cellular Automaton Visualizer (JavaScript, HTML5, CSS3, Three.js, Webpack, Lodash)

[live](#) | [github](#)

A cellular automaton visualizer tool based on Conway's Game of Life

- Created custom algorithm to give life to a matrix of over 500,000 instances of 3D cells without major performance drops
- Devised complete time mechanism to calculate when each cell should update based on its neighbors on each cycle increasing rendering speed by 20 frame per second
- Designed easy to use automaton editor allowing users to edit the attributes that affected the cell's algorithm

Upcycled (React, Redux, MongoDB, Mongoose, Node.js, Express.js, Passport.js, Git)

[live](#) | [github](#)

Lead Frontend developer for a MERN stack community focused application based on reducing user's carbon footprint

- Designed and implemented the UI/UX for the single page app creating an easy to use system for users to view, create, post and navigate around the site more efficiently without distractions
- Introduced Redux's state management to normalize state and store data reducing back-end API call's by 50%
- Succeeded in creating a dynamic leaderboard that tracks users live based on community activity and accomplishments
- Used advanced CSS3 techniques to create a custom parallax feature for the splash page, intuitively showcasing user projects before/after images to complement the background

Medio (Ruby / Ruby on Rails, JavaScript, React, Redux, PostgreSQL, AWS, Heroku)

[live](#) | [github](#)

A full-stack web application based on the prominent publishing platform Medium

- Leveraged the medium-editor library with React's powerful UI creation functionality to seamlessly allow users to create, edit and publish stories
- Extended the rich-text-editing user experience by implementing debouncing to ensure user progress is auto saved
- Advanced user security by utilizing BCrypt hashing methodologies, the React-Router, and cookies to authenticate thoroughly from back-end to front-end persisting user login across multiple browser sessions