

Whitman Burke

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skills Ruby, Ruby on Rails, JavaScript, React.js, Redux, jQuery, SQL, Git, HTML5, CSS3, VBA Macros

projects

GarageSale

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

Fullstack website inspired by eBay (Ruby on Rails, Javascript, React, Redux, PostgreSQL, jQuery, HTML5, CSS)

- Designed a product listing and bidding system that uses AWS S3 to store product images with React, Redux, and custom ActiveRecord validations to handle errors and ensure data integrity.
- Implemented secure user authentication by using BCrypt hashing to avoid storing sensitive data in plain text.
- Incorporated dynamically populating search results with minimal database querying by making a single AJAX request on initial user input, and continuously parsing results on the frontend as input changes.

Bubble Busters

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

Browser game inspired by Buster Bros (Javascript, HTML5, Canvas, CSS)

- Utilized HTML Canvas, animation frames, and event handling to render moving images and cycle through sprite animations based on user input and object collisions.
- Built object and player classes with maximum portability in mind, allowing for levels to be created or edited with ease.

CryptRBit

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

MERN stack website that identifies arbitrage opportunities in Crypto Currencies (MongoDB, Express, React, Node, HTML, CSS)

- Incorporated the CryptoCompare API to collect aggregated market data that updates constantly, which we could then analyze on the frontend and display in a useful manner with Recharts.
- Created site layout with Bootstrap 4 to allow for clean and simple resizing of components for various devices.

experience

Customer Service

Instacart

Mar 2018 - May 2018

- Provided tier 3 customer support over the phone and by email to over 300 customers and contractors each week.
- Provided internal support through Slack to tier 1 and tier 2 agents.
- Consistently achieved QA scores of 94% or above for efficiency and quality of service.

Software Developer

Dreamers Athletics

Aug 2016 - Oct

2017

- Developed system to automatically follow users and like pictures in a highly targeted and customizable manner by using WinAutomation and Excel macros.
- Formulated extensive error handling, allowing the system to run with nearly 100% uptime on over 20 accounts.
- Helped build Big Baller Brand's Instagram presence from only 416 followers to over 100,000.
- Worked with a team of 4 people to plan events and develop branding materials.

Sole Proprietor

Gamer 2 Gamer

Apr 2014 - July 2016

- Created eCommerce business while attending college.
- Designed systems to gather market data on products daily, search for products 24/7, monitor shipments, and upload/manage product listings across multiple platforms by using WinAutomation, OutWit Hub, and Excel macros.
- Achieved profit margins of over 40% with under 3 days turnover by constantly analyzing overall market data in order to identify the proper product selection.

education

App Academy (Summer 2018)

Immersive software development course with focus on full stack web development

California State University Chico (Spring 2016)

BS - Business Administration - Entrepreneurship

