

Jacquez Williams

Strongly passionate about all things software. Constantly developing new skills to push past the boundaries of my current knowledge and to create user-friendly and interactive websites. I am a quick learner, self-reliant, and dedicated to delivering quality results.

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Skills

Font-End: HTML5, CSS3, SCSS, JavaScript (ES6+), Typescript, React, Redux, Angular, Bootstrap, Jest, Jasmine

Back-End: Node.js, MongoDB, MySQL, Mongoose, Express, Mocha, Chai

Methodologies: Source Control, Test Driven Development (TDD), Unit Testing, Continuous Integration (CI), RESTful APIs, Relational Databases

Tools: Git, Adobe XD, Visual Studio Code, Amazon Web Services (AWS)

Projects

Williams' Pizza – React, SCSS, Node, Express, MongoDB, Google Maps Api

Ecommerce website for a fictional pizzeria where users can order their favorite pizzas. [Source](#) [Live Demo](#)

- Created an admin system which allows admins to add, edit, or delete any product or discount at any time.
- Implemented a cart system which provides a better checkout experience by allowing users to review their orders.
- Integrated Google's Maps and Places APIs for more accurate address finding.
- Applied modern security measures to ensure that private user data is secure.
- Used responsive design techniques to provide a mobile friendly experience.

School Manger – React, Node, Express, MongoDB

Web application that enables students to log their current classes and upcoming assignments. [Source](#) [Live Demo](#)

- Saved user data to a mongodb database.
- Created Unit Tests that improved code reusability and reduced bugs.
- Enhanced the user experience by using react-spring to provide fluid animations.
- Provided a guest system where users can log in as a guest and test out the application without an account

QuezGame – React, Word Api

Gaming web app that includes games such as **Tick-Tack-Toe**, **Rock-Paper-Scissors**, a **word guessing game**, and a **text-based adventure game**. [Source](#) [Live Demo](#)

- Improve the word guessing game by connecting the Word Api which generates new random words every game.
- Integrated a dialogue tree into the text-based adventure game to allow for dynamic narration.