

# Jacquez Williams

Strongly passionate about all thing's 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.

Email: jacquezwilliams115@gmail.com

Portfolio: [williamj1788.github.io/Portfolio](http://williamj1788.github.io/Portfolio)



## Skills

### Font-End

HTML5  
CSS3 - SCSS  
JavaScript (ES6+)  
React  
Angular 7  
Bootstrap  
Jest – Enzyme - Jasmine

### Back-End

Node.js  
MongoDB  
MySQL  
Mongoose  
Express  
Mocha  
Chai

### Tools/Methodologies

Source Control (Git)  
Test Driven Development (TDD)  
Continuous Integration (CI)  
Adobe XD  
Visual Studio Code

## 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.

### 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.