XANDER KAYLAN

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Education

Bachelor of Science: New Media Interactive Development   Expected in 06/2022
Rochester Institute of Technology - Rochester, New York
- Dean's List Spring 2019, Spring 2020, and Fall 2020
- GPA 3.52

Objective

Seeking a job as a front-end or full-stack developer starting in the summer of 2022

Skills & Software

- JavaScript, Node.js, React.js, HTML/CSS, Angular/TypeScript, MongoDB, C#, Unity, Flask, CosmosDB, SQL, UI Design, problem solving
- Visual Studio Code, Visual Studio, Eclipse IDE, IntelliJ IDEA, Brackets, PyCharm, Adobe Illustrator, Adobe Photoshop, Adobe XD

Links

- xxk3990.github.io/xanderportfolio
- https://www.linkedin.com/in/xander-kaylan-74001614a/

Work Experience

Software Engineer   05/2021 to 08/2021
Paychex Inc – Rochester, NY
- Worked with Angular, TypeScript, Flask, SQL, and CosmosDB to create a portal for the insurance teams to view policies that require attention
- Utilized Angular Material and wrote CSS for all pages, populated front-end tables and forms with policies from database, and added searching and filtering to sort policies based on their properties
- Implemented two Angular login systems, the first using Azure OIDC and the second using MSAL
- Coded GET and POST API calls to the back-end and wrote Python and CosmosDB container SQL queries to grab, update/replace, or insert data
- Increased code coverage with unit tests and demoed the app to insurance employees to get their feedback and ideas

Web Designer   08/2019 to 12/2019
RIT – Information & Technology Services – Rochester, NY
- Implemented production-level HTML/CSS, JavaScript, and designed mockups, icons, logos, and prototypes for a web-based app that 18,000+ students use
- Made front-end design/layout changes for all pages to make sure the site was mobile-friendly
- Created design templates and wrote documentation for all projects
- Wrote formal proposals suggesting both new features and changes to existing ones
- Made design decisions based on target audience, customer requests, and feedback from teammates and advisors
- Utilized Agile Methodology: worked in 2 week sprints, attended daily stand-ups, participated in peer code testing, and presented weekly progress to advisors

Projects

Audio Visualizer | HTML5 Canvas & Web Audio API | Feb-March 2020
- Combined HTML5 Canvas and the Web Audio API to show canvas elements changing based on audio
- Implemented a Bezier Curve, 2 triangles, a row of bars, and image effects such as invert, emboss, and noise
- Coded play/pause and track timing by hand, added a progress slider that updates as the track plays, text that shows current minute and second, and made dragging the slider change track progress
- Added option to activate a distortion effect on the audio and canvas and adjust the value using a range input
- Programmed the app to allow the user to freely click to show or hide all display options, adjust all sliders, and change both the curve and triangle colors at any point while the app is running