

Yan Rivera

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SKILLS

JavaScript, React, Redux, Rails, Ruby, PostgreSQL, HTML5, CSS3, SCSS, WebSocket, SQL, Git, AWS, MVC, MongoDB, Express.js, Node.js, Webpack, TDD, Canvas API

PROJECTS

Slick (JavaScript, Ruby On Rails, PostgreSQL, ActionCable (for WebSockets), React, Redux, HTML5, SCSS) [Live Site](#) | [Github](#)

A Slack clone that allows users from a workspace to live chat with each other through direct messages or through channels, and organizes these conversations.

- Implemented the WebSocket communications protocol with Rails' ActionCable to give users live updates of the changes that occur in their current workspace without having to refresh the page, allowing for a more dynamic user experience (UX).
- Implemented a notification system by keeping track of the users who have seen the last message sent in a given conversation. When users open a conversation, they are added to the column array of users that have seen the last message sent there. When a new message is sent, the column array is emptied and only the user who sent the message is in it.
- Built a search feature that allows users to create a new one-to-one or group direct message conversation with users in their current workspace. Users are filtered based on several conditions including if they match users input and if they haven't been selected already.
- Incorporated user authentication using Rails' session object to store in the database a session token to authenticate users after logging in, and CSRF tokens to prevent Cross-Site Request Forgery (CSRF) attacks, ensuring user privacy.

Sink Oar Swim (JavaScript, HTML5, SCSS, Webpack, Canvas API) [Live Site](#) | [Github](#)

A white river kayaking game where players can speed through the river, dodge the rocks, and catch bubbles to increase their score.

- Designed app following the Object Oriented Programming model to organize the codebase with reusable components, their corresponding data, and the logic to access and manipulate the data.
- Implemented collision detection using the Axis-Aligned Bounding Box algorithm by creating hitboxes on the objects and tracking their positions in the canvas to detect if their positions overlap over each other at any point during the game.
- Built logic to increase the level of difficulty of the game as time passed-by by increasing the rate at which objects moved in the canvas.
- Created a score tracking system that keeps track of the score value of the bubbles with a counter variable. That variable gets its value increased by one every time players reach the rapids, which happens every thirty seconds.

Yum (MongoDB, Express.js, React, Node.js, Redux, Mapbox API, AWS, CSS3, HTML5) [Live Site](#) | [Github](#)

A food sharing app that allows home cooks to share food when they might cook too much. Built along with two other engineers.

- Collaborated with a team of 3 engineers, utilizing efficient Git and pull request workflow in order to minimize potential merge conflicts.
- Incorporated the MapBox API to render a globe map with pins that point to the locations current food sharing events.
- Utilized AWS S3 to implement image uploads for events to reduce server load and built frontend logic to allow users to upload images.
- Designed API routes to connect our AWS S3 bucket with the app and save image urls of hosted images in the MongoDB database.

EXPERIENCE

Real Estate Broker at E.F & Associates Real Estate

Bayamón, Puerto Rico

August 2016 – December 2020

- Performed marketing and advertising of properties on multiple real estate online platforms such as Zillow, Point2, and Realtor.com.
- Conducted around 50 cold calls a week to increase property listing size and delivered around 20 in-person showing of properties a month
- Met and exceeded 100% yearly sales goals.
- Negotiated real estate contracts to navigate transactions between buyers and sellers .

EDUCATION

App Academy

San Francisco, California

Immersive in-person software development course with focus on full stack web development

August – November 2022

Monastic Training at the Vedanta Society of Southern California

Trabuco Canyon, California

December 2020– December 2021

University of Puerto Rico, Rio Piedras Campus

San Juan, Puerto Rico

Bachelor of Arts in Psychology

August 2013 – March 2018