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 workspace for live chat through direct messages and channels.
- 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 tracks the score value of the bubbles with a counter variable whose value increases by one every time players reach the rapids.

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 of 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   Aug 2016 to Dec 2020
- Performed marketing and advertising of properties on multiple real estate online platforms such as Zillow, and Realtor.com.
- Conducted 50+ cold calls a week to increase property listing size and delivered 20+ in-person showing of properties a month.
- Negotiated real estate contracts to meet and exceed 100% yearly sales goals.

EDUCATION

App Academy, San Francisco, California   Aug 2022 to Nov 2022
Immersive in-person software development course with focus on full stack web development

Monastic Training at the Vedanta Society of Southern California, Trabuco Canyon, California   Dec 2020 to Dec 2021

University of Puerto Rico, Rio Piedras Campus, San Juan, Puerto Rico   Aug 2013 to Mar 2018
Bachelor of Arts in Psychology