ERICK MANRIQUE

SOFTWARE ENGINEER

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PROFILE

Leveraging 4 years of hardened people skills within a fast-paced, high-pressure environment to deliver intuitive & stunning user interfaces. A clear focus on organization & agile principles, allows me to strive to deliver high-performing web applications that minimize stress on the developer-side while being aware of future cases of maintenance. A natural talent for team-based leadership inspires me to lead by example with an open-mind for new solutions as well as a superb capacity to handle stress in tough situations.

SKILLS

- Full-Stack Development (MERN)
- Ruby on Rails
- JavaScript
- CSS (Flex/Grid)
- Version Control (Git)

- Creative Problem Solving
- Front-End Development + Frameworks
- Application Programming Interfaces (API's)
- Communication
- Versatile & Organized

ENGINEERING PROJECTS

Home.io - Conceptually forked from the iPhone widget screen, **home.io** gives signed-up users access to a personalized home screen rendering data from up to 7 API's. *Made with Ruby on Rails & React.*

iNetwork - A casual online alternative to the formal resume, users can submit their information through a form to render an "business card." Full CRUD functionality implemented via AirTable. *Utilizes React with JS, AOS, & Bootstrap.*

Dignified Winers - Dignified Winers was collaboration between 4 talented developers & conceived as a request by a mock-client; a luxury magazine featuring ranked wines while allowing users to sign up & contribute. *Developed with the MERN Stack, aided by Insomnia, Heroku, & Netlify.*

EXPERIENCE

GENERAL ASSEMBLY   (SOFTWARE ENGINEERING INSTRUCTIONAL ASSOCIATE)

- Collaborated with instructional team to prepare / deliver daily material while monitoring individual student successes and comprehension.

- Created & presented hour long Computer Science lectures covering Algorithms & Data Structures

- Cultivated learning environments for students by: creating a community atmosphere among each other, fostering growth by coaching students to solutions with conceptual understanding, & enabling stronger students to lead.

EDUCATION

GENERAL ASSEMBLY   (CERTIFICATE OF COMPLETION - SOFTWARE ENGINEERING IMMERSIVE)

A full-time student of the Software Engineering Immersive program which included over 400 hours of professional training. Essential skills include: collaboration, software development life cycle, and computer science comprehension. Taught using a project-based approach to to design and build web applications with full CRUD functionality using: *JavaScript, React, Express, SQL, PostgreSQL, HTML, CSS, Ruby, Rails, & Sequelize*

GitHub   LinkedIn   Portfolio

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