Yorkis Diaz

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Technical Skills
JavaScript, React.js, Redux.js, Ruby, Ruby on Rails, HTML5, CSS3, Git, PostgreSQL, Express, MongoDB, Node.js, RSpec, jQuery, Amazon AWS, Firebase, MySQL, TDD

Projects

OpenPlay (JavaScript, React / Redux, Ruby / Rails, HTML5, CSS3, PostgreSQL, Amazon AWS)   Live Site | Github
A full-stack clone of Open Table; a reservation website that connects people to local events.
- Implemented a JavaScript algorithm that took in date objects from the Rails backend into the React frontend and converted them into AM/PM time representations for the reservations page which allowed for better user interaction and cleaner interface.
- Built Amazon AWS into Rails active storage which allowed for secure storage of the application's image assets, reduced load time, and improved efficiency.
- Designed a multi-page reservations process allowing for delivery of reservation details through React and the Redux store across selection, validation, and confirmation.
- Developed a custom search bar that fetched the user's desired events. Using AJAX to connect to the Rails backend, routing through the controller and a custom model search method that queried multiple database columns. The feature presented the user with exact information based on their input cutting out unnecessary data and reducing the amount of queries.

Light Up (JavaScript, MongoDB, Express, React, Node.js, Redux, Socket.io, HTML5, CSS3, Axios, JWT)   Live Site | Github
Light Up is a mentorship community for students to connect over shared interests and goals with college mentors.
- Established a backend database structure using MongoDB. The database saves a user's information, messages, and their connection to other users with a self-referencing table format.
- Formulated a live chat feature that uses Socket.io to maintain a connection between the Express backend and the React frontend which allowed users to see new messages without having to refresh the page.
- Integrated JWT and Bcrypt into the application to securely sign up users, let users login and keep passwords and sensitive information protected.
- Modified the way users connected using a JavaScript algorithm on the React frontend that would let them see buttons based on whether they had requested to be friends, had a pending friendship status, or were connected.

Myst Fish (JavaScript, CanvasHTML, Firebase, HTML5, CSS3, SASS)   Live Site | Github
Myst Fish is a fishing game where players compete for high scores by catching as many moving fish as possible under a time limit.
- Engineered an HTML game canvas that used JavaScript and DOM manipulation to render the design of the game and animate the objects.
- Incorporated Firebase realtime database to save users' high scores on a leaderboard. Firebase improved on the design, manipulating the data and allowed live leaderboard updates without page refresh.
- Expanded on the game by adding JavaScript algorithms that used a countdown timer, which kept track of the game state and triggered game over.
- Enhanced aesthetics using CSS3 and SASS so that the layout had no distractions and action buttons were easy to use.

Education

App Academy   *Sept 2019 - Jan 2020*
- Immersive 16 week software development program with 3% acceptance rate and 1000+ hours, curriculum consisted of full-stack web development.

Experience

Academy Bus Co.
Bus Driver   *May 2014 - Sept 2019*