Yehuda Goldschein

(718) 551-1355   yudagn@gmail.com Queens, NY **PORTFOLIO**   **GITHUB**   **LINKEDIN**

SKILLS

JavaScript, React, Redux, HTML, CSS, SCSS, Ruby, Ruby on Rails, ActiveRecord, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Rspec, AWS, Capybara, Jasmine, Test-Driven Development (TDD), Object-Oriented Programming (OOP), Trello

PROJECTS

Aetherbnb   ((JavaScript, React, Redux, Ruby on Rails, ActiveRecord, PostgreSQL, AWS, Heroku, Webpack, Mapbox API, React-Calendar API)

Live | Github

A clone of the popular vacation rental site, Airbnb.

- Managed scheduling and booking CRUD through transactional database operations using Active Record and PostgreSQL.
- Connected Rails back end to AWS S3 for image storage and organization.
- Leveraged auth-based React components to guide the user through hosting and booking interfaces.

Movie Fridays   (MongoDB, Express, ReactJS, Node.js, PostgreSQL, HTML5, CSS3, IMDb API)

Live | Github

An app for friends to share movie ideas, as well as rate and review those movies.

- Led a small team through a 3.5 day sprint to design and build the entire app while learning a new stack.
- Implemented authorized and protected routes to improve performance and protect user information
- Incorporated the IMDb API to provide a smooth user experience with finding movies to add to their group.

FracTree   (VanillaJS, HTML5, CSS3)

Live | Github

An app that generates beautifully random and specific fractal trees using recursive logic.

- Leveraged JavaScript ES6 and Object-Oriented Programming to generate everything from the individual branches to the leaves of the trees.
- Implemented functionality allowing the user to change any values they could want, resulting in billions of variations of generated trees.

Desert Runner (VanillaJS, HTML5, CSS3)

Live | Github

A game that requires the user to jump over and dunk under obstacles in order to achieve a high score.

- Utilized Canvas API in order to animate the sprites using JavaScript.
- Implemented a collision algorithm in order to detect player interactions with obstacles.

EXPERIENCE

Professional Photographer

Freelance   June 2017 - Mar 2020

- Operated a DSLR camera, lighting, and editing software to effectively produce high quality products for

clients
- Seeked out people during events and coordinated posing them in an efficient manner by reducing queueing bottlenecks
- Delivered hundreds of high quality photos to clients per event which led to new clients through customer satisfaction
- Networked with other photographers, event planners, and entertainers in the field which helped with coordinating how we were set up during events, as well as helped with finding new clients
- Set up great backgrounds and photo locations at every new location by leveraging unique ability to creatively problem solve in new situations.

Direct Support Professional

Hasc   Sep 2016 - Jan 2019
- Taught special needs individuals skills directly related to living independently
- Coordinated with team members to ensure the best quality care and curriculum for individuals
- Navigated high pressure situations when individuals would get rowdy in public

EDUCATION

Web Development - App Academy

Fall 2021

Immersive software development course with a focus on full-stack web development, with 3% acceptance rate, which entailed 1000+ hours of coding.