

Skills

React.js, Ruby on Rails, JavaScript, Ruby, jQuery, Redux, SQL, HTML5, CSS3, AWS, Heroku, Git, Canvas, MongoDB, Express

Projects

Unbarreld

[live site](#) | [github](#)

Launched a clone of Untappd social drinking app using Ruby, React / Redux, JavaScript, HTML5, CSS3, AWS

- Employed BCrypt to set up simple and easy-to-navigate user authorization experience incorporating hashed and salted passwords for more secure database.
- Set up AWS for easy upload of profile pictures and new beers logo resulting in flexible and scalable storage of images.
- Engineered beer show page with ratings feature using real time average calculation enabling users to post dynamic 5-star rating (created in CSS and Javascript). Developed personal profile with React / Redux that tracks user reviews and places checked in, shaping state so that only the users personal reviews or only reviews of a certain beer showed up was a unique and fun challenge.

Outfittr

[live site](#) | [github](#)

Implemented the MERN stack to build an app that chooses an outfit for the user based off their wardrobe.

- Incorporated MongoDB to store users and clothing objects resulting in consistent and organized data.
- Implemented JavaScript front end to display wardrobe and generate random outfit for the day allowing users to quickly build stylish outfits.
- Customized CSS to render clothing items in visually appealing way creating a dynamic and engaging UX.
- Designed modals for user friendly UI, allowing for quick and easy access to full array of features

bowBattle

[live site](#) | [github](#)

JavaScript app using Canvas API that lets users fire arrows at different objects with AMAZINGLY satisfying results.

- Developed algorithms for gravity, vector, and velocity producing an authentic arrow path and more realistic UX.
- Leveraged JavaScript algorithms to implement collision detection and build exciting effects for arrow collisions.
- Adopted Canvas API to allow for simple and efficient arrow and background builds

Experience

Project Manager

Drew's Docks

Sept 2008 - Apr 2019

- Led an on site crew constructing custom permanent docks in the NY Finger Lakes Region with an average project budget of \$75k with over 50 docks built, with an average completion time of 6-8 weeks.
- Managed project plan, supply chain and customer relationships.
- Custom built more than 5 projects with a budget over \$150k.
- No injuries over the 10 year span in which I worked for Drew's Docks.
- Only 1 customer complaint in that time span, due to "act of God" damage to structure. Complaint was resolved.

Education

App Academy (Summer 2019)

Immersive software development course with focus on full stack web development.