Eddy Flores
Software Engineer

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SKILLS: React, Redux, Ruby, Rails, JavaScript, MongoDB, Mongoose, Node, Express.js, SQL, PostgreSQL, Webpack, Git, Heroku, HTML, CSS.

PROJECTS:

Gigbrite   *Ruby on Rails, React, Redux, HTML5, CSS3*   live | github
Gigbrite is an Eventbrite clone that allows a user to create/browse events. A user can also register to an event.
- Implemented a basic Model Level Authentication which creates a user object, tests for unique email, and records a session token for use on client-side and backend authentication.
- Worked with the React library to create a component based architecture. It converts the data that it gets from the backend into HTML on the DOM. To keep the code DRY, the components are reusable.
- Utilized AJAX requests in conjunction with Redux actions to interact with the Rails backend and Postgres database and reflect changes in realtime on the front end.

Felix   *MongoDB, Express, ReactJS, Node*   live | github
A web application that allows a user to sort through and favorite curated media playlists by emotion.
- Led a small group of 4 developers as Team Lead to realize project idea into full application, overseeing git workflow, pull requests, as well as organizing team meetings and status updates.
- Developed thunk-action and reducer logic alongside front-end lead to integrate data from the MongoDB backend into the Redux global state for easy access on the front end
- Maintained consistent code quality and performance by working with devs to actively test and debug individual components

The Beginning   *JavaScript, HTML, CSS*   live | github
A choose your own adventure style text-based, interactive experience.
- Used vanilla JavaScript to provide a splash/landing upon first page load. Then it gets replaced with the main game.
- Structured the dialogue object using a tree node like architecture. It helped organize the multiple dialogue choice options into different branches that the conversation can go.
- Maintained a clean visual look using simple HTML styling to go with the simplicity of the main game. Studied external resources to create the border for the main landing page.

EXPERIENCE:

Junior Teacher Assistant
App Academy   *https://www.appacademy.io/*
Oct 2021
- Administer assessments.
- Take turns leading daily lecture.
- Support students during the problem set time by answering their questions.

Customer Service Representative
Charter Communications   *https://corporate.charter.com*
Feb 2019 - june 2019
- Utilizing communication skills to maintain top 3 ranking in overall customer satisfaction in my team.
- Developed interoffice training material as part of a committee that helped increase site numbers by 10%.

EDUCATION:

AppAcademy - 2020 - Software Engineering bootcamp with 1000 hour curriculum with a < 3% acceptance rate which consisted of learning languages such as Ruby, JavaScript and learned about different stacks such as MERN.