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Juan Pol

Skills

>> JavaScript
>> jQuery
>> Ruby
>> Ruby on Rails
>> Sinatra
>> C#
>> SQL
>> HTML5
>> CSS3
>> LUA
>> Git
>> GitHub
>> Java
>> Unity Game Engine

Education

NYCDA
Web Development Intensive

Full-time 12 week course in full stack web development designing and building web applications

Projects

Event Rumble - event-rumble.herokuapp.com
Web Sockets, Ruby on Rails, Omniauth-Facebook, jQuery, PostgreSQL

Event Rumble makes it easy for any group of friends to find multiple events they might be interested then vote for the event that appeals to the majority.
Partners: github.com/Kassim95, github.com/WhosJay

Mega Man Evolution - megaman-evo.herokuapp.com
C#, Unity Game Engine, HTML5, JavaScript

A classic game that has been reinvented, incorporating other classic retro games that's fun for all ages.

Nintendo Jukebox - github.com/jpol0191/jukebox
JavaScript, jQuery, CSS3, HTML5

A Nintendo themed music player that makes use of JavaScript objects.

Bumblr - github.com/jpol0191/bumblr
Ruby on Rails, JavaScript, HTML5, Sass, SQLite3

Bumblr is a micro blog inspired by Tumblr where users can write and share what is on their mind.

Brian's Adventure - github.com/jpol0191/Brians_adventure
Java

A fun and simple infinite runner game made using only Java.

Experience

Benner's Auto Body   *2015-2016*
Parts Manager

Order parts required for automotive repair while keeping an accurate record of quantities and prices.

RadioShack   *2010-2015*
Wireless Specialist

Sales of wireless phone plans for AT&T, Verizon, and Sprint