

Juan Romero

Full Stack Developer

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Technical Skills

Spanish, HTML, CSS, JavaScript, Node, Express, React, jQuery, MongoDB, SQL, Django, Vue, Python, Git (Version Control System), RESTful API, Trello, Postman, JSON

Work Experience

Software Engineering Teaching Assistant *General Assembly, Remote* **Sept 2021 - Dec 2021**

- Mentored students in a dynamic collaborative class environment.
- Clarified questions students had about programming languages, libraries, and frameworks. (JavaScript, React, Vue, Python, Express, SQL, MongoDB, Flask, etc.)
- Debugged project bugs with students for web applications to meet MVP requirements.
- Tracked student progress on an excel spreadsheet for senior instructors to follow up with students.

Maintenance Technician II *Jump Mobility, Washington DC* **Nov 2017 - Apr 2020**

- Tracked e-bike repairs across the DMV area using Jump's internal software.
- Used excel to document and organize inventory of supplies in storage for ease of access.
- Consistently ensured a clean and safe work environment for Jump employees and customers.
- Directed and trained up to 8 new employees on standards and procedures to deliver service in-line with company protocol.
- Diagnosed electric bicycles issues and administered proper remediation with a quick turnaround.

Shipping & Receiving Lead / Customer Service *REI, Washington DC* **Jun 2015 - Jul 2018**

- Logged and tracked inventory from multiple shipments a day. Managed all online records using SAP.
- Processed and packaged shipments for return to a distribution center in a fast paced environment.
- Consistently prepared and organized warehouse supplies for all daily functions and special events.
- Led a 10 person stocking team on proper product knowledge, placement, and protocols.
- Informed customers on best products to purchase based on customer needs in multiple departments.
- Educated customers on simple repairs such as replacing inner tubes while remediating their bicycle.

Education

Software Engineering Immersive *General Assembly, Remote* **Mar 2021 - Jun 2021**

Built 4 single page applications with RESTful APIs, utilizing version control with Git/GitHub in 12 weeks of a full stack immersive program.

- **EVNT:** Full stack project utilizing PostgreSQL, Django, and jQuery. Beginning with a readme for both the back-end and front-end with user stories and planning for a minimum viable product, and future versions. Afterwards, building each function one at a time in its own branch for the back-end, followed by thoroughly testing, pushing, and merging with the development branch. The same steps were followed with the front-end until the MVP was ready to be merged and deployed within the main branch.
- **FaceSpace:** Full stack team project using Express, React, Bootstrap, and CSS to develop a social media app. We began by creating a Trello board to organize tasks using the Agile management system. Every day began with a morning stand up and discussing the roles each person will have the day of (i.e. Scrum Master and Product Manager). While coding, we chose what to work on using the Trello board. When a task was completed, we worked as a team to review and test the code prior to pushing to github and rebasing on our local branches.
- **Bike Inventory:** Full stack project working with Express, jQuery, HTML, and CSS to create an inventory app for bicycles that one might own. I started by creating a readme for the API and client to show the ideas for the app. Secondly, coding the models and routes for the API. Testing with curl scripts before deploying to Heroku and moving on to the front-end. Front-end production began with basic auth functions followed by CRUD functions using Ajax to make calls to the API. Finishing by deploying the app on github pages after testing functionality and editing the stylesheet.
- **Tic Tac Toe:** Frontend project using HTML, JavaScript, and CSS to create a tic tac toe game with authentication forms. Beginning with user stories and a wireframe for a readme. Secondly, working on authentication to allow the front-end to communicate with an API using Ajax calls. Followed by approaching problems strategically to come up with game logic solutions. Finally, frequently testing any new functionality before committing and pushing.