

John Enriquez

(650) 303-8664 john.enriquez@gmail.com [Portfolio](#) [LinkedIn](#) [Github](#) San Francisco / Bay Area

Skills JavaScript, React, Redux, Ruby on Rails, RSpec, HTML5, CSS3, PostgreSQL, MySQL, jQuery, Git

Education

University of California, Riverside Aug 2009 - Jun 2013
B.S., Computer Engineering

- Studied Electrical Engineering and Computer Science, specializing in real-time embedded systems
- Researched FPGA-based hardware acceleration for real-time image super-resolution algorithms and computer vision
- Competed at UCSD Micromouse maze-solving competition as Lead Hardware Designer for UCR team

App Academy Oct 2019 - Apr 2020

Immersive software development course with focus on full stack web development

- 1000-hour immersive full-stack web development intensive with <3% acceptance rate
- Topics include: TDD, scalability, algorithms, OOP, coding style, REST, security, single-page apps, and web development best practices

Experience

Fishbowl Studios

Associate Director, VFX Supervisor Apr 2016 - Aug 2019

- Directed video shoots for large brands to create marketing and social media collateral
- Supervised post-production of commercial and feature-film projects
- Facilitated communications between production team and clients

Freelance

Web Developer Jun 2016 - Sep 2019

- Established online presences for small businesses using HTML5, CSS3, and PHP / Wordpress to develop brochure sites
- Developed custom plugins for Shopify using React, Liquid, and Apollo to tailor back-of-house workflows
- Engineered server-side React MVPs to help startups perform market research
- Facilitated media and content creation for sites alongside graphic designers and project managers

Kollaboration Creative & Marketing, Zenith Division

Web Developer, Videographer Jun 2013 - Apr 2016

- Spearheaded development of client websites using HTML5, CSS3, and Wordpress / PHP
- Supported media team by directing, shooting, lighting, or editing photos and videos to create stylized marketing collateral
- Synchronized marketing efforts by coordinating publishing of multimedia across client websites and social media

Social Chorus

Development Intern Jun 2012 - Sep 2012

- Assisted development of social analytics platform using Ruby on Rails and Agile workflow
- Integrated platform with multiple OAuth APIs to track data and trends between social platforms
- Followed TDD workflow to fortify platform codebase

Social Chorus (previously Halogen / YouCast)

Tech Intern Jun 2011 - Sep 2011

- Devised custom Ruby on Rails app to streamline interoffice communications
- Debugged and deployed live Facebook campaigns for 3M to interactively survey customers
- Developed custom dynamic RSS feed for Lexus to streamline campaign metrics updates

Projects

Spacebrite (JavaScript, React / Redux, Ruby / Rails, PostgreSQL, HTML5, CSS)

[Live Site](#) | [Github](#)

A space travel ticketing platform

- Secured passwords through BCrypt's one-way hashing function to restrict user data access and prevent storage of cleartext passwords
- Designed site with mobile-first responsive layout principles to ensure visual cohesion across multiple browsers and devices

Rumble (JavaScript, React / Redux, Express / Node, MongoDB, HTML5, CSS)

[Live Site](#) | [Github](#)

A matching app for old retired wrestlers

- Established a full production environment by deploying to Heroku to streamline future scalability
- Enabled real-time chat between users by utilizing WebSocket API to push new messages to users' browser clients

Morsel (JavaScript, React, Apollo / GraphQL, Express / Node, MongoDB, Docker, HTML5, CSS)

[Live Site](#) | [Github](#)

A location-based search engine of nearby Overcooked restaurants

- Utilized Docker to establish a scalable, repeatable deploy environment and enable local testing of production environment
- Optimized data fetching load times by implementing an Apollo / GraphQL layer to simplify the fetching of complex data
- Enabled interactive maps by using Google Maps API to scope and display user search results by location
- Allowed users to fuzzy-search geographic areas by integrating Google Maps Geocode API to resolve user-input locations

Orbit Tracker (JavaScript, three.js, HTML5, CSS3)

[Live Site](#) | [Github](#)

A satellite tracker that displays live information in 3D

- Implemented the three.js JavaScript library to visualize satellite trajectories with interactive 3D
- Integrated third-party N2YO.com API to retrieve satellite location data in real-time

Predicting Pulsars (Python, scikit-Learn, NumPy, pandas, Matplotlib, Jupyter Notebook)

[Live Site](#) | [Github](#)

Analysis of scientific data using multiple machine learning algorithms

- Analyzed multiple supervised-learning classification algorithms and ensemble methods using scikit-learn to predict whether a neutron star is a pulsar with 98% accuracy
- Cleaned, transformed, and plotted data using Matplotlib, pandas, and NumPy to intuit a better understanding of the stellar data
- Presented results in Jupyter Notebook to provide a dynamic presentation of the algorithms