Jarrod Reyes *Software Developer*

✉ jarrodreyesdev@gmail.com   📞 9166950456   📍 Sacramento, CA   in in/jarrodreyes   ⌂ reyes-dev

PROJECTS

Dreampack.app ⤤

- Designed and built a full-stack, web-based dream journal with Ruby on Rails and React.js, delivering on a planned suite of features from broad specs down to implementation details
- Engineered an audio-to-text interface, uniting the FormData Web API, react-media-recorder package and OpenAI Whisper API to allow users to record journal entries with a microphone
- Tracks and highlights dream signs automatically inside new entries by matching array of keywords with Regex inside React entry component
- Integrates ChatGPT API to deliver custom dream interpretations for users to save and modify
- Incorporates DALLE-2 API to generate custom artwork based on journal entry content and persist to account with ActiveStorage
- Offers user accounts to save journal entries, dream signs and dream interpretations
- Leveraged React ContextAPI to improve state management of user authentication and flash messages
- Crafted a responsive, user-friendly interface from scratch in TailwindCSS
- Wrote request specs for controllers in RSpec and end-to-end tests in Cypress

Social Media App ⤤

- Developed social media app in Ruby on Rails that implements core functionality of Facebook
- Integrated Devise gem for user accounts and user authentication, upgrading User model to have posts, likes, comments and other users as friends
- Wrote suite of integration and unit tests in RSpec to achieve coverage of core functionality
- Fully styled in vanilla CSS

Chess ⤤

- Coded two-player CLI Chess in Ruby with standard ruleset of board movement, castling, promotion and checkmate
- Consolidated game logic into individual files, classes and modules in order to achieve separation of concerns
- Applied Test-Driven-Development with RSpec to achieve coverage of various game scenarios
- Implemented complicated en-passant rule by temporarily holding board state in variables, checking boolean conditionals with methods and controlling game flow

Grey Unicorn Sticky Notes ⤤

- Collaborated with a team of four in online hackathon 'Hack Weekly' to deliver a fully functional note-taking app with Ruby on Rails and the Hotwire framework
- Upgraded user interface with Turbo/Stimulus to have dynamic single-page app functionality for in-place note taking, organization, deletion and coloring

TALKS

Coder Consortium ⤤

- Gave a talk on Hotwire and Turbo ⤤ to audience of 7, leading discussions on single-page applications and the HTML-over-the-wire approach to building web applications