

JULIAN COMPAGNI PORTIS

SOFTWARE DEVELOPER

CONTACT

+1 415 710 1111
jcompagni@gmail@gmail.com
1250 Hillegas Ave. Oakland, CA
github.com/jcompagni10
[linkedin](#)

EDUCATION

APP ACADEMY

2017

WESLEYAN UNIVERSITY

ECONOMICS & PHILOSOPHY, BA
2011 - 2015

SKILLS

Front End

JavaScript
jQuery
React
Redux
Vue.JS
HTML5
CSS3
Bootstrap

Back End

PHP
Ruby/Rails
Python
SQL

Other

Google Analytics
Adobe Suite
Git

PROFILE

Robust and synergistic skills for conceptualization, development and deployment of digital content. Extensive experience in developing creative and engaging full-stack websites. Resourceful, hardworking and dedicated to producing exceptional content in creative and technical endeavors.

EXPERIENCE

WEB DEVELOPER & DIGITAL MARKETING

Vox Coalition, San Francisco, Jan 2016 – Oct 2017

[Live](#)

Built a fully responsive eCommerce website for an apparel startup.

- Created a web app with a PHP backend and vue.js frontend that leveraged multiple APIs to send real postcards to congresspeople
- Managed all digital marketing initiatives including Facebook Ads and Google Adwords
- Used Google Analytics and Facebook pixel to monitor and adjust ad spend, increased engagement by 35%

FREELANCE WEB DEVELOPER

San Francisco, Sep 2015 – Present

- Implemented full-stack web development for a range of clients.
- Designed custom, responsive web pages.
- Helped promote websites and their respective products using various online advertising platforms.
- Performed search engine optimization and engagement tracking with Google Analytics.

PROJECTS

CODE NINJA – *A coding challenge website featuring realtime code evaluation.*

- Crafted Ruby on Rails backend to handle user authentication and user progress through challenges
- Leveraged React/Redux to dynamically update REPL environment and allow users to compete in timed challenges
- Developed custom code evaluation system that employed an AWS Lambdato safely evaluate and and test user code

[Live](#) – [github](#)

EVOTANKS – *A 2D tank game with an AI that dynamically adjusts strategy to beat the user.*

- Programatically generated random maps for tanks to navigate
- Implemented custom collision detection using vanilla javascript
- Built a custom AI that relied on a range of algorithms to effectively navigate the map and target the player
Used a machine-learning algorithm to increase AI performance in response to the user's style of play

[Live](#) – [github](#)

ENVENT – *A CMS for building and managing event mobile apps*

- Crafted React/Redux front end for aesthetically pleasing and seamless design process
- Engineered Rails backend to proaramaticallv generate React Native