

# JULIAN COMPAGNI PORTIS

FULL STACK SOFTWARE DEVELOPER | JULIANCOMPAGNIORTIS.COM

## CONTACT

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## EDUCATION

APP ACADEMY, SAN FRANCISCO  
2017

WESLEYAN UNIVERSITY, CONNECTICUT  
ECONOMICS & PHILOSOPHY, BA  
2011 - 2015

## SKILLS

### Back End

PHP  
Ruby/Rails  
Python  
SQL

### Other

Git  
Webpack  
RSpec  
Capybara  
NPM  
Google Analytics

### Front End

JavaScript  
jQuery  
React  
Redux  
Vue.JS  
HTML5  
CSS3  
Bootstrap

## EXPERIENCE

### FREELANCE WEB DEVELOPER

San Francisco, Apr 2015 – Present

- Implemented full-stack web development projects for a range of clients including eCommerce and media startups
- Designed & created custom, responsive web pages using a range of JavaScript libraries including Vue.js, React, Redux and jQuery
- Conceptualized and implemented scalable backend solutions using SQL databases as well as PHP and Ruby on Rails in conjunction with numerous AWS products
- Increased customer traction for websites and their respective products using multiple online advertising platforms including AdWords and Facebook Ads

### WEB DEVELOPER & DIGITAL MARKETING

Vox Coalition, San Francisco, Jan 2016 – Mar 2017

- Designed and 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 allow users to send real postcards to congresspeople
- Increased user engagement by 35% by optimizing marketing initiatives and ad placement based on user acquisition metrics from Google Analytics and Facebook Pixel

## PROJECTS

### CODE NINJA

A coding challenge website featuring a REPL environment and real time code evaluation.

- Crafted a Ruby on Rails API to handle authentication, track user progress, and store challenge information
- Developed a custom code testing system that safely evaluated user written code on a serverless micro-instance using AWS Lambda and API Gateway
- Leveraged React/Redux flux architecture to communicate with Rails API to dynamically update REPL environment as well as allow users to compete in timed challenges against other users

### EVOTANKS

A 2D tank game with an AI that dynamically adjusts strategy to improve performance

- Wrote a recursive algorithm to programmatically generate random maps for tanks to navigate
- Coded a custom AI that relies on a range of algorithms to effectively navigate the map and target the player
- Developed a machine-learning algorithm to increase AI performance in response to the user's style of play

### DRILL NOW

An on-demand tool rental platform and eCommerce Platform

- Created a Ruby on Rails backend to handle concurrent scheduling issues, store reservations and generate confirmation and reminder emails for the customer
- Built a customized Stripe payment gateway to safely handle checkout process
- Implemented a full test suite using RSpec and Jasmine to insure reliable performance and seamless refactoring

For a full listing of past work please see my portfolio at [juliancompagniortis.com](http://juliancompagniortis.com)