

Samuel Dubner

(480) 381-3009 dubnersamuel@gmail.com [LinkedIn](#) [Github](#) [Portfolio](#) Los Angeles, California

Skills

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, MongoDB, Mongoose, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku

Projects

Harmony (JavaScript, React / Redux, Ruby / Rails, HTML, CSS, PostgreSQL)

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

Messaging app inspired by Discord

- Utilized CSS3's grids and flexbox to shape an easy to work with and user friendly UI
- Designed modular React components and Redux containers to dynamically render different forms while minimizing overall number of components
- Incorporated Rails' Active Record methods to allow generation of unique invite codes upon creation of a server
- Integrated Rails' Active Cable to seamlessly integrate WebSockets and allow the use of live chats within different servers without the need for polling using repetitive AJAX requests

TimeBlocks (JavaScript, React/Redux, react-dnd, HTML5, CSS, MongoDB)

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

Daily time management app to break down days into hourly tasks

- Applied a custom pipeline to react-dnd to ensure a smooth transition between the HTML5 and Touch backends to allow for mobile compatibility
- Designed components to fade in utilizing CSS to minimize harsh transitions in the UX
- Made use of Axios to perform HTTP requests to the Express.js backend
- Utilized the react-dnd node module to create a seamless drag and drop experience for the user's daily tasks
- Followed a branching git workflow to allow efficient committing and merging while minimizing the amount of merge conflicts

Astro (JavaScript, HTML5, CSS)

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

Top-down Space game where you fight enemies and avoid asteroids

- Applied the localStorage Web API to cache and keep track of a user's highscore between games and sessions
- Utilized requestAnimationFrame in place of setInterval to ensure that animations run smoothly
- Allow multiple keyDown events to be registered at a time, giving better movement to players
- Leveraged the distance formula to create collision detection between the asteroids and the player
- Implemented polymorphism to simplify enemy classes by moving simple methods to a parent class

Experience

Beverly Hills Computer Repair, Los Angeles, CA

Intern

Jun 2017 - Jul 2017, Jun 2018 - Jul 2018

- Successfully performed desktop/laptop/mobile repairs for 5-10 customers per day with a team of 3.
- Applied and refined skills in computer repair: upgrading computer hardware, factory resetting computers, setting up all-in-one computers for use in a healthcare environment, data deletion, and basic networking components.

Education and Awards

App Academy

Nov 2020 - Mar 2021

Immersive software development course with focus on full stack web development

Santa Monica College

Fall 2019 - Spring 2020

Coursework towards a Bachelor's in Computer Science

Awards: FIRST Robotics Competitions (FRC) Regional Awards

Won Engineering Inspiration and Chairman's Regional Awards which resulted in competing in the FIRST World Robotics Championship