Josh Bubar

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Skills

JavaScript, React, Redux, HTML, SASS, Ruby, Ruby on Rails, Python, Git, Github Actions, Mongoose, MongoDB, Node.js, Express.js, SQL, Sequelize.js, SQLite3, PostgreSQL, Webpack, jQuery, Heroku, Docker

Experience

Lead Developer (Open Source Maintainer) | 2019 - present
Hack for LA

- Build out full end-to-end features using Jam-stack for internal organization and outside contributors
- Facilitated the onboarding and mentorship of 40+ new contributors with Docker, Git and Jekyll
- Runs 3 weekly meetings, keeping a community of developers learning and engaged
- Review 50+ pull requests, monitoring what code would be pushed to production

High School Science Teacher | Jul 2018 - Jun 2020
Chofetz Chaim Los Angeles High School

- Developed and taught a robotics and programming curriculum to 30+ high school students and reviewed individual semester projects and standards based Biology and Mathematics.

Projects

Asana-clone   live site | github
React, Redux, HTML5, Sass, PostgresQL, Ruby on Rails, Webpack

A project/task management application clone of Asana where you can create teams with updatable projects and tasks

- Componentized xml and flattened redux state for a readable, reusable, and clean code base
- Integrated the use of JS event listeners, SASS animations, and React hooks to create an intuitive and joyful UI experience
- Minimized requests to the backend with the useEffect hook, only querying the backend when necessary in the page's life cycle

TypeRight   live site | github
JavaScript, React / Redux, MongoDB, Node.js, postgreSQL, SCSS, Heroku, Webpack

A typing training platform, where you can upload your own texts and watch your typing speed improve as you practice

- Managed and led the design of the user interface (frontend), generated wireframes and structured the scss, resulting in quick production
- Implemented user auth, and created frontend functionality for creating, updating, and deleting typing tests
- Introduced a git workflow and github team management tools to streamline the co-working process and build consensus

Pancake Launch   live site | github
JavaScript, p5.js, canvas

A fun JS game where you launch a pancake and try to keep it in the air as long as possible.

- Applied trigonometric functions such as atan2 to track the movement of the mouse for intuitive playability
- Designed and employed personal SVG sprite maps using Inkscape for a playful and unique look
- Abided by OOP standards and used ES6 class inheritance, making it easy to add and update functionality

Education

App Academy | Sep 2020 - Jan 2021 | San Francisco, CA
Immersive software development course with focus on full stack web development

Cal State LA | 2016 - 2018 | Los Angeles, CA
Teaching Credential, Secondary Science

UC Davis | 2011 - 2015 | Los Angeles, CA
Bachelors of Science, Biological Sciences