

# LANE HARRIS

## Software Developer

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New York, NY

[PORTFOLIO](#)

[GITHUB](#)

[LINKEDIN](#)

## SKILLS

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

## PROJECTS

Coal (Rails, React, Redux, SASS, PostgreSQL)

[live](#) | [github](#)

Coal is a clone of the website [Steam](#), an online marketplace for video games.

- Fashioned image carousels with stateful React components tracking the active game to showcase appropriate screenshots.
- Utilized local storage to keep track of users' shopping carts, reducing load time and improving user experience (UX).
- Employed debouncing to pause the image carousels on the selected image while the user is on a different tab, reducing unnecessary background computation and providing a more efficient user interface (UI).
- Implemented a reviews system according to CRUD principles by exposing respective API endpoints in Rails MVC paradigm.

Pandamonium (MongoDB, Express, React, Redux, Node, SASS)

[live](#) | [github](#)

Pandamonium is a location-based social media site for members of the LGBTQ+ community. It was developed by a small team.

- Collaborated with developers on both frontend and backend to realize the custom design for user profiles, avatars, and their respective CRUD functionality.
- Exposed backend API endpoints (Express routes) so that users can edit their information at any time via HTTP request to the server and ultimately the database.
- Added the ability for users to upvote/downvote posts based on custom event handling for click interactions on the frontend.
- Added tooltips to the edit page via the react-tooltips library so users can make informed decisions about profile flags.

Picross (Javascript, SASS, HTML5)

[live](#) | [github](#)

Picross is a popular puzzle game where players follow number-hints to fill in a grid to form a picture.

- Mirrored React's state-dependent rendering so board and pieces would dynamically render, with the Game class acting as central "state" for the entire program.
- Implemented two separate timers so users can keep track of their total time vs their level time, taking advantage of object-oriented programming (OOP) to extend shared class functionality while maintaining DRY code.
- Engineered multiple mouse modes enabling gameplay with touch and/or single-click mouse interactions by tracking the user's selected marker in the global Game "state".

## EXPERIENCE

### Shipping and Receiving Specialist

[Sports Depot](#)

June 2009 - March 2020

- Executed over 300 shipping orders a day across 4 different selling platforms using industry-standard software, maintaining a high level of quality throughout.
- Accounted for thousands of pieces of incoming merchandise a week, sorted and organized them to their appropriate places, and collated their invoices in a timely manner.
- Performed exceptional customer service, built rapport with customers, and triaged problems to management.

## EDUCATION

Web Development - App Academy

Winter 2020/2021

Immersive software development course with a focus on full-stack web development, which entailed 1000+ hours of coding.

Philosophy Major - Wesleyan University

Fall 2009 - Fall 2012