

Elijah Dove

(831) 258-6840 eb.d@outlook.com [Portfolio](#) [LinkedIn](#) [Github](#) San Francisco, CA

Skills

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

Projects

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

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

A fullstack pixel-perfect clone of Splitwise, the expense-sharing app.

- Implemented PostgreSQL database, accessible through restful routes, which added functionality for users to persist expenses across sessions and between other users.
- Added friending functionality through a friends slice of state in the DOM, allowing users to track expenses between both current users and unregistered friends.
- Harnessed the unidirectional state management of Redux to simplify React components and directly manage data for form inputs and form submissions.

Volunteerist (JavaScript, Google Map React, HTML5, CSS)

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

A map-based app built with the MERN stack and aimed at community involvement and public service.

- Created backend Javascript routes and schema to store information in MongoDB and connect the backend to the front through Axios requests.
- Facilitated group communications and provided debugging support to all members of the team in both frontend and backend capacities, directly leading to the successful implementation of all the app's major design features.
- Modified the storage of the app's Google Maps API key needed for frontend map rendering through asynchronous backend requests, storing the API key as a cookie and allowing for continued successful requests once the app was live and run in a production environment.

Squirrel Jams (JavaScript, HTML5, CSS)

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

Browser-based endless running game built with JavaScript and HTML5.

- Constructed full game-loop with JavaScript and canvas, allowing for complete gameplay and any restarts.
- Animated game's component objects to allow for continuous rendering through the requestAnimationFrame method, leading to smooth transitions and gameplay.
- Utilized event listeners to dynamically set controls across varying numbers of player-controlled characters.

Experience

Touchstone Climbing

Gym Staff

March 2019 - May 2020

- Interacted directly with the more than 1000 daily visitors to San Francisco's premiere climbing gym.
- Taught more than 100 intro to climbing classes, introducing hundreds of new climbers into the community in a safe and educational fashion.

Barton Hill Publishing

Copyeditor

Sept 2017 - Nov 2019

- Worked closely with authors to help clarify vision and formatting, copyediting more than ten 50,000+ word books, including 3 travel guides, self-help books, and several theological discourses.

Xingfu Academy

Extracurricular Activities Director, English/History Teacher

March 2015 - Aug 2018

- Organized and led a 2 week study tour to Japan, dividing responsibilities with my co-partner and leading a group of 12 students to 3 cities, more than half of whom had never traveled abroad before.
- Created ESL camp from scratch, including curriculum, teaching over 20 students through an immersive, gamified experiential learning environment.
- Guided students through National Novel Writing Month, acting as mentor as they wrote novels in a non-native language, with 80% of them reaching their set goals.

Education

App Academy

June 2020 - Sept 2020

Immersive software development course with focus on full stack web development.

Vanguard University of Southern California

Bachelor's in History/Political Science and English

Aug 2008 - May 2012